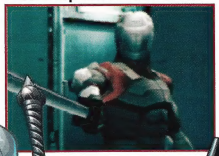
FINAL FANTASY X: HANDS-ON WITH SQUARE'S MASTERPIECE

100% INDEPENDENT

PSM

PS2 & PLAYSTATION MAGAZINE

SHOCKING MGS2 PICS
The return of the Ninja and more!
PLUS: 2 Top-Secret Demo Codes!



PS2's BIG GUNS

The new PS2 games that you MUST OWN!

PLUS:
150 HOT NEW PS2 GAMES
In our E3 Game Guide!

PS2 GOES ONLINE

WOW: Chat with AOL, Surf with Netscape, and play these games:

- Tony Hawk 3
- Twisted Metal Online
- Gran Turismo Online

SMACKDOWN 3

Incredible screens of the first PS2 WWF game!

GRAN TURISMO 3

We show you how to:

- Get all of the cars
- Unlock the F1 mode
- Cheat to get tons of cash
- Beat the best times

AUG '01 | ISSUE 48 | VOL. 5

PlayStation.2

twisted metal:

www.scea.com

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MATURE M ESRB

Blood and Gore
Violence

INCOG INC. entertainment

BLACK™

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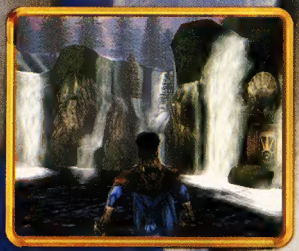
FREE WILL CANNOT EXIST IN THE PRESENT

WHEN DESTINY LIES IN THE PAST.

+ Incredibly detailed gothic architectures and environments.



+ Acquire new Soul Reaver weapon enhancements, physical abilities and relics.

+ Enhanced graphics & combat system.

+ Devour the souls of new enemies

Includes preview of Blood Omen 2 (Product Not Yet Rated)

MATURE M CONTENT RATED BY ESRB

Blood and Gore

Violence

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PlayStation.2
THE LEGACY OF KAIN SERIES
SOUL REAVER 2
A STORY BEYOND TIME.
AN ADVENTURE BEYOND BELIEF.
EIDOS
INTERACTIVE
GAMES WITH CHARACTER
CRYSTAL DYNAMICS

TEEN
T
Blood
Violence
CONTENT RATED BY ESRB

EIDOS INTERACTIVE
GAMES WITH CHARACTER

CORE

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PlayStation.2

Piloting the most advanced gunship ever created, you are the only chance the Free World has for peace

With an arsenal of lethal weaponry, crush hostile air and ground forces in terrorist hotspots throughout the world

Customize your chopper with Sniper Scopes, Hell-Fire Missiles, Heat Bombs, Chain Guns, and other weapons of destruction.

THE BEST THINGS IN LIFE ARE FAST.

THUNDER STRIKE
OPERATION PHOENIX™

FUN. FAST. FURIOUS.

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START

Welcome to the world's best PlayStation magazine

AT E3, PS2 DELIVERED ON ITS PROMISE

At last year's E3 show, Sony talked a lot about revolutionary software, online gaming, and the future of "computer entertainment". So far however, PS2 has played the role of an underachiever with great future potential. Well, the system's showing at this year's E3 changed all that; the future is *now*.

At a show that saw the full introduction of Microsoft's Xbox and Nintendo's Gamecube, PS2 still stood the tallest with the biggest lineup of must-have games for this Fall and beyond. This year will also see the introduction of Sony's online strategy, featuring monster games like *Tony Hawk 3* and *Twisted Metal Online*. We're finally getting to the good stuff!

We've packed this issue with as much E3 goodness as possible, so sit back and enjoy!

► CHRIS SLATE

CHRIS SLATE Editor-In-Chief

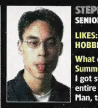
LIKES: All types of games, especially the good ones
HOBBIES: Comics, hoops, J-Pop, movies, DVDs

What did you do on your Summer vacation?
I stayed indoors and got a nice "non-tan" while playing through around 50 games, in alphabetical order. After *Tobal* I realized how pathetic I was and went to the park.

> **"PS2 still stood the tallest with the biggest lineup of must-have games"**

MEET THE TEAM

Ever wonder what a crack team of videogame journalists look like? ...Aw, c'mon folks, just work with us a little, here...



STEPHEN FROST
SENIOR EDITOR

LIKES: Birthday Parties
HOBBIES: Saving the world

What did you do on your Summer vacation?
I got stuck entertaining the entire Swedish bikini team. Man, talk about hard work.

RANDY NELSON
REVIEWS EDITOR

LIKES: All types of games
HOBBIES: John Woo movies

What did you do on your Summer vacation?
I found Jimmy Hoffa; Mayor McCheese remains missing and is presumed eaten.

TOKOYA
STRATEGY EDITOR

LIKES: Unreal Tournament
HOBBIES: Crazy Horse 2

What did you do on your Summer vacation?
Had some down time with *UT*. Just joined a clan and now play more than ever.

TOMMY LAYTON
NEWS EDITOR

LIKES: FPS, Graphic Adv's
HOBBIES: UT, Bob Ross

What did you do on your Summer vacation?
One part hip-hop pool party, one part Buffet-style laziness. Add whiskey.

BILL DONOHUE
MANAGING EDITOR

LIKES: Big amplifiers
HOBBIES: Say what?

What did you do on your Summer vacation?
Let's just say that all those stories about hijacked beer trucks aren't true... really...

DAN FITZPATRICK
ART DIRECTOR

LIKES: Unreal Tournament
HOBBIES: Karaoke

What did you do on your Summer vacation?
I impregnated my wife and bought a house. I also drank heavily. Coincidence?

GARY LIEW ASSOCIATE **ART DIRECTOR**

LIKES: Spam bunnies
HOBBIES: Lettuce, kale

What did you do on your Summer vacation?
I went to Malaysia in my time of vacation. Now there is insurrection...

ON THE COVER

Every issue we work with today's hottest comic book artists to create the custom PSM cover. This month, **Mike Wieringo** penciled our cover, and did a damn fine job, too. Mike's amazing work can be seen in *The Adventures of Superman* each month, and if you haven't read his *Tellos* fantasy series, go to your comics shop and pick it up now!

▲ The tricky thing in approaching this cover was that we wanted to fit a lot of characters in -- way more than we usually run. So early on, Mike did lots of sketches for us that had the characters in a kind of collage.

▲ The problem with these early treatments were that they were kind of all over the place; that is, it was hard for any of the characters to really stand out in the crowd. So, we decided to simplify things a little bit.

▲ We packed 'em in tighter, and had to cut a character (sorry, Crash!). The result is a clearer, bolder image that isn't quite as confusing at first glance. When Mike sent us this sketch, we knew he'd hit paydirt.

▲ Ah, the final image. This is probably the only time these characters will ever be shown together, which is really cool when you consider how big their games are going to be. These guys are what PS2 is all about!

Use the Demon Scarf to deform everything! Your PlayStation®2 computer entertainment system will never be the same.

Featuring **Stretchtisity** Technology

Manipulate your world! Why get wet when you can swing across using this palm tree?

Give enemies a tongue-lashing as you pull and stretch them into submission!

STRETCH THE LIMITS OF YOUR PLAYSTATION®2

It's a dangerous and bizarre world, but hey, if you don't like it – stretch it! With the help of a possessed Scarf, you'll have the power to stretch and deform everything in sight as you lead Linda on a twisted journey to rescue her sisters from the Demons of Vanity. Check out "stretchtisity" for yourself and see why IGN.Com called Stretch Panic "The Most Innovative game of E3 2001."

From award-winning developer,
TREASURE!
(Bangai-O, Sin & Punishment
Gunstar Heroes, Dynamite Heady)

IGN.COM BEST OF E3 AWARD

STRETCH PANIC

Reach Out and Stretch Somebody!

ESRB T Mild Animated Violence Suggestive Themes

PlayStation.2

TREASURE

www.conspiracygames.com

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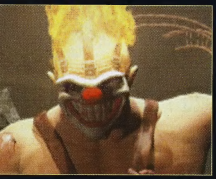
100% INDEPENDENT PS2 & PLAYSTATION MAGAZINE ▶ ISSUE 48 AUGUST 2001 ▶ VOL. 5



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▶ Twisted Metal Black: Full Review

This is easily one of the darkest, most disturbing games we've ever seen — which is part of the reason why it's our Game of the Month!

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We talked with Hideo Kojima, the "main man" when it comes to all things *Metal Gear*, to learn even more juicy secrets about *MGS2*!

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▶ Final Fantasy X: Hot New Screens

If that jaw-dropping screen to the left doesn't get you to turn right on over to page 68, then nothing we could write here stands a chance.

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▶ Gran Turismo 3 Strategy Guide

This game is *deep*. If you want to make it through Gran Turismo mode and find all of the secrets, you'd better check out our in-depth guide.

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PSM
PS2 & PLAYSTATION MA

Illustration: Mike Wieringo, Rick Ketcham, Paul Mounts

PS2's BIG GUNS

In our massive 14-page E3 Game Guide, we spotlight the very best new games, with screens and info for well over 150 PS2 games total! Keep this issue handy guys, 'cause you'll be using this guide to plan your gaming purchases for a long time to come.

40

THE PSM MISSION STATEMENT

PSM is the magazine for the **gaming elite** – the hardcore gamers that support and drive this industry. This is **NOT** a "mass-market" magazine. We don't focus on "fun for the whole family", or waste space interviewing movie stars that have **nothing** to do with games. That's just not what we're into.

PSM is also **proudly independent**. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be **100% our own**. Our readers **always** come first, and we would never, **EVER** betray your trust. This is our promise to **you**, the hardcore PlayStation gamer, who deserves **nothing less**. Now let's get this issue going!

BRUTE FORCE
off-road racing™

July 2001

The 1st drive anywhere, smash anything off-road racer for the PlayStation 2

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www.tdorwo.com

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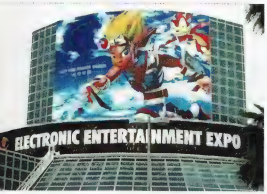
MONITOR

Your inside look at this month's hot topics, gear, and games

The showfloor at the LA Convention Center stayed packed for all three days. With a ton of new PlayStation 2 games, plus the debut of Xbox and Gamecube, E3 2001 was easily one of the biggest videogame shows ever.

▼ Naughty Dog's *Jak and Daxter* went from being one of Sony's most closely-guarded secrets to E3's most visible duo.



SWEET NOVEMBER

At E3, Nintendo successfully unveiled GameCube, and Microsoft solidified its presence in the looming console wars. Both announced their launch dates: GameCube on November 3 (for $199), and Microsoft on November 8 (for $299). Sony did not address a PS2 price cut, but many believe it will happen in November to try and knock the wind out of its competitors' sails. However, November is the month that games like *Metal Gear Solid 2*, *Devil May Cry*, and *Ace Combat 04* are destined to sell systems whatever the price, heightening the argument.

▲ *MGS 2*: This is undoubtedly PS2's most highly anticipated game.

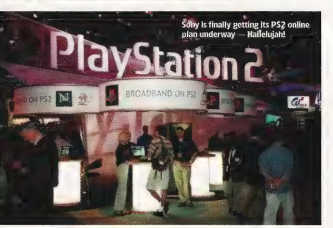
▲ *Devil May Cry*: Capcom's gothic, action-packed masterpiece.

▲ *Ace Combat 04*: Truly the next-generation flight combat game to beat.

E3: SONY DELIVERS!

PS2 finally goes online and more

If there was a single mantra Sony chanted throughout the Electronic Entertainment Expo, it was "Sony is delivering its promises." Sony reiterated that it made up for hardware shortages by meeting its goal of shipping 10 million units worldwide by last April. It suggested that software offerings now boast more "innovation within categories," vindicating the feature Internet protocol (IP) software—optimized for the PlayStation2's architecture—developed by Cisco Systems. It will utilize a dual IPv4 and IPv6 protocol stack, which basically means that developers can utilize either version to connect with networks of varying speeds: Version 4 adapts to more current dial-up standards, while "IPv6 is definitely the base for the broadband era," as Ken Kuturagi, CEO of SCE, stated.



Sony is finally getting its PS2 online plan underway — Hallelujah!

Obviously, to do this, and play Internet-enabled games, gamers need more hardware than what ships with PS2. The announcement of this hardware occurred the day before E3 started at the Sony Press Conference. The PS2 Network Adapter, for sale in November at a price of $39.95, will provide both V90 analog modem connectivity (for dial-up lines) and high-speed Ethernet broadband access (for DSL and CATV). Complementing this is the memory of a 40GB Hard Disk Drive (HDD), scheduled to ship in November at an unannounced price (similar HDDs sell for under $100).

Also on their way for the PS2 this winter (price TBA) are a flat panel LCD (liquid crystal display) monitor (NTSC/PAL/XGA compatible) and a first-party USB keyboard and mouse (third-party offerings are fully compatible). Finally, Sony announced a wireless DVD remote with smooth scanning for sale in September at $19.99, and even showed off portable LCD monitors for PSone (two versions are priced at $129 and $149).

◀ Other peripherals, like a mouse and keyboard, will be available from Sony soon.

▶ The modem /broadband adapter and the 40 gig hard drive will be sold separately. Crap!

To further accent your Web-crawling and online gaming experience, Sony also inked a deal with RealNetworks for use of its Internet media delivery client, RealPlayer 8, which enables users to experience several types of streaming Internet media through PS2, as well as downloadable digital audio (read: MP3s) and video content saved on the HDD. Various iterations of RealPlayer are currently used by more than 200 million users around the world. The Macromedia Flash Player will also enter the mix, with the promise of being able to view seamless Flash content, which is the professional standard of high-impact, vector-based media on the Web. Some 334 million Web users worldwide use the Flash Player to view Internet media. Both will be embedded into the PS2 software development kit (SDK), allowing game designers to better incorporate streaming Internet media into their game design and architecture.

While games are the centerpiece of PS2, CD/DVD playback and online delivery of movies, music, television and other broadcast media promise that PS2, eventually, can be a all-in-one living room entertainment solution. Further, as we reported in the June issue of PSM, the central processor for PS3 is being designed with a broadband network in mind, and the inclusion of Ipv6 protocol and the Ethernet adapter lay significant ground work for the future of PlayStation online gaming. It also proves that Sony's in it for the long haul: Sony believes that "Entertainment companies can accelerate the coming of broadband," and SCE (Sony Computer Entertainment) intends to be one of the leaders.

mediocre launch lineup with more than 300 current content developers, who comprise the 200 titles that will hit the U.S. between April and December, 2001 (280 in total). Finally, Sony promised the beginnings of a PS2 online network this fall, fully operable in 2002, which was something we began to see rolling out at E3.

Shortly before the convention, Sony announced a strategic partnership with AOL to deliver a modified interface making available many of the services — such as e-mail, chat, and instant messaging — of the nation's largest Internet service provider, which boasts a staggering 29 million users worldwide to date. While the PS2's online network will be ISP-neutral, Sony and AOL will co-develop a new version of Netscape Navigator browser, and show-goers witnessed both the AOL interface and the fully functional browser up and running at Sony's booth. The fleshed-out versions will

E3: READ ALL ABOUT IT!

If you couldn't make it to the show this year, we've got you covered. Use the list below as a jumping off point for all things E3 in this issue!

PSM's E3 GAME GUIDE PG. 40
14 pages packed with pics of every game shown at E3!

TOP 5 GAMES OF E3 PG. 42
Find out which games stood out above all the rest.

E3 PSone GAMES LIST PG.43
Could this be the last big batch of PSone games?

E3 PS2 GAMES LIST PG.46
You know this is what you REALLY want — go get it!

NETWORKED GAMES AT E3

Sony showed several online multi-player games running on a local area network (LAN). In addition to these games, titles like Sony's *Frequency* and the recently announced *Gran Turismo Online*, Konami's *Age of Empires II*, and Square's persistent world in *Final Fantasy XI* will all make use of PS2's online capabilities.

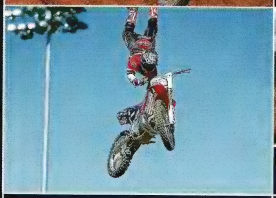
▲ ***SOCOM: U.S. Navy SEALs:*** Sony unveiled this game at its press conference. Supporting up to 16 players, this third-person squad combat game will also uses a headset for voice recognition and real-time chat!

▲ ***Tony Hawk's Pro Skater 3:*** There was a network game set up between Sony's booth in the Convention Center's West Hall and Activision's booth in the South Hall. Too bad we couldn't skate around to all our appointments.

▲ ***Tribes:*** Graphically, Sierra's team-based FPS (*Tribes 2* on PC) is coming along nicely. Coordinated team play is essential because of this game's massive levels.

▲ ***Twisted Metal: Black:*** An online version of Sony's dark vehicular combat game is coming later this year. It requires an add-on disc and the original version.

Real motocross racing with 30 pro riders on 15 MX and SX race tracks



Set the record in the Bus Jump and Step Up Challenges

Pull insane tricks in 7 arenas and wide open freestyle environments

Mimic "Mad" Mike Jones and his Kiss of Death

Backflips, frontflips, 360s ...need we say more?

Mild Lyrics

MX vs. ATV: Reflex ©2007 Rainbow Studios, Inc. All rights reserved. Developed by Rainbow Studios, Inc. THQ and the THQ logo are trademarks and registered trademarks of THQ Inc. All other trademarks, logos and copyrights are property of their respective owners. All rights reserved.

PlayStation 2

MX2002 featuring Ricky Carmichael

THE EVOLUTION OF MOTOCROSS

KTM SPORTMOTORCYCLES

Kawasaki

GAME BOY ADVANCE

THQ

www.thq.com

Checkpoint

This is your one-stop spot to get a handle on the best stuff headed our way. Please keep in mind that release dates are always subject to change.

This Month's New Releases

PS2

TITLE	GENRE	PUBLISHER
Carrier	Action	Jaleco
ICO	RPG	Sony
NFL QB Club 2002	Sports	Acclaim
Pilot Academy	Action	Natsume
Resident Evil Code: Veronica X	Action	Capcom
Shadow Man: 2econd Coming	Action	Acclaim

▲ *Pilot Academy*, a PS2 game exposed at E3, lets you pilot a broad range of commercial and military aircraft.

PSone

TITLE	GENRE	PUBLISHER
Hidden & Dangerous	Action	Take Two
Madden NFL 2002	Sports	EA
Men In Black—The Series: Crashdown	Action	Infogrames
M&M's: Shell Shocked	Action	Simon & Schuster
Tiny Toons Adventures: Plucky	Action	Conspiracy

▲ In the twilight of the PSone's life cycle, an increasing number of games are geared towards kids. Aw, isn't that cute?

Three Month Outlook

SEPTEMBER PS2

TITLE	GENRE	PUBLISHER
Akira Psychoball	Action	AIA
Baldur's Gate Dark Alliance	RPG	Interplay
Batman Vengeance	Action	Ubi Soft
Capcom VS. SNK 2	Action	Capcom
Conflict Zone	Action	Ubi Soft
Dave Mirra's Freestyle BMX 2	Sports	Acclaim
Disney's Jungle Book	Action	Ubi Soft
ESPN X Games Skateboarding	Action	Konami
Evil Twin: Cyprien's Chronicles	Adventure	Ubi Soft
Forever Kingdom	RPG	Agetec
Frogger: The Great Quest	Action	Konami
Gravity Games: Biking	Sports	Midway
Half-Life	Action	Sierra
Herdy Gerdy	Action	Eidos
Le Femme Nikita	Action	Infogrames
LEGO Racers 2	Racing	LEGO
Madden NFL 2002	Sports	EA
Mobile Suit Gundam: Zeonic Front	Strategy	Bandai
Monster Rancher 3	Strategy	Tecmo
MXrider	Racing	Infogrames
NHL 2002	Sports	EA
NHL Hitz	Sports	Midway
Run Like Hell	Action	Interplay
Silent Hill 2	Adventure	Konami
Soldier of Fortune	Action	Majesco
Spy Hunter	Action	Midway
Star Trek Voyager: Elite Force	Action	Majesco
Stretch Panic	Action	Conspiracy
Supercar Street Challenge	Racing	Activision
Test Drive	Racing	Infogrames
Trophy Bass	Sports	Sierra

SEPTEMBER PSone

TITLE	GENRE	PUBLISHER
Digimon Racing	Racing	Bandai
Syphon Filter 3	Action	Sony
V.I.P.	Action	Ubi Soft
You Don't Know Jack	Trivia	Sierra

OCTOBER PS2

TITLE	GENRE	PUBLISHER
Casper Spirit Dimensions	Adventur	TDK Mediactive
Darkened Skye	Adventure	Simon&Schuster
Dragon Wars of Might and Magic	Action	3DO
Drakan II	Action	Sony
FIFA 2002	Sports	EA
Grand Theft Auto III	Action	Rockstar Games
Harvest Moon: Save the Homeland	RPG	Natsume
Jonny Moseley Mad Trix	Sports	3DO
The Lost	Adventure	Crave
Mini Golf Maniacs	Sports	Sierra
The Mummy Returns	Action	Universal
NASCAR 2002	Racing	EA
OKAGE: Shadow King	Adventure	Sony
Rainbow Six: Rogue Spear	Action	Ubi Soft
Shaun Palmer's Pro Snowboarder	Action	Activision
Smuggler's Run 2: Hostile Territory	Action	Rockstar Games
State of Emergency	Action	Rockstar Games

OCTOBER PSone

TITLE	GENRE	PUBLISHER
DDR Disney's Rave	Dancing	Konami
Hoshigami: Ruining Blue Earth	RPG	Atlus
Mega Man X6	Action	Capcom
One Piece Mansion	Strategy	Capcom

Cool Stuff

Here's a look at some of the hottest new gear that everyone's talking about

PICTUREPARADISE MIDDLEWARE

Coming in September with *Monster Rancher 3!*

One of things heralded by the next generation of videogames is increased interactivity and customization. And what better way to personalize your gameplay than mapping your own face onto a character within the game? Rivaling similar applications for PC, Sony's PictureParadise technology will allow you to just that.

PictureParadise middleware makes it possible for digital imaging devices (digital cameras, camcorders, etc.) to load 2D and 3D images onto PS2 via the USB port and then edit and display them through compatible games and applications. As shown at E3, the first compatible game in the US is Tecmo's *Monster Rancher 3*, due in September.

Sony and third-party manufacturers have full lines of digital imaging devices that make this possible, and soon the dream of having your face under the football helmet or mouthing the lines in your favorite RPG will be a reality!

Hot In July

TOP 10 DVDs

OUR TOP PICK:
THE GOONIES
8/07/01
It's been way too long since we've seen a truffle shuffle. Before Sean Astin's, Josh Brolin's, and Corey Feldman's fall into obscurity (1985), the Goonies teamed up with Sloth and took on the Fratelli Family in their quest for One-Eyed Willy's rich stuff.

2. The Silence of the Lambs: Special Edition	08/01/01
3. Legend	08/07/01
4. Gremlins	08/21/01
5. Carrie Special Edition	08/28/01
6. Best of Chris Rock Show Vol. 2	08/07/01
7. Batman TV Series (1966-8)	08/01/01
8. Chocolat	08/07/01
9. Invaders From Mars	08/28/01
10. Blow Out	08/28/01

TOP 5 MOVIES (Theater)

OUR TOP PICK:
AMERICAN PIE 2
8/10/01
In the sequel to 1999's cerebral comedy, protagonist Jim prepares for a visit from the buxom foreigner Nadia. Michelle ("band camp") and the girls return, along with Stifler, Oz, Finch, even Jim's Dad. But this time they're in college!

2. Jay and Silent Bob Strike Back 8/24/01
Someone's making a movie based on the slackers, but didn't pay them. They go to Hollywood to get even, and meet famous persons.

3. Rush Hour 2! 8/08/01
Jackie Chan and Chris Rock return as detectives. Chan's is destined to put a wopsin' on bad guys while Rock fires humorous quips.

4. House Of 1000 Corpses 8/16/01
Is that really enough corpses? Rob Zombie's horror movie directorial debut features his uplifting music and delicate mise-en-scène.

5. Osmosis Jones 8/03/01
From the Farrelly brothers (*Dumb and Dumber*) comes this animated film starring Chris Rock, Bill Murray, Kid Rock, and the late Joe C.

SALES CHARTS - NPD TRSTS Video Game Service

PS2 – PS

1. ONIMUSHA WARLORDS PS2
2. ATV Off Road Fury (PS2)
3. Madden NFL 2001 (PS2)
4. Zone of the Enders (PS2)
5. Tomb Raider: Revelation (PS)
6. Triple Play Baseball (PS2)
7. Gran Turismo 3 (PS)
8. Digimon World 2 (PS)
9. Spec Ops (PS)
10. SSX (PS2)

TOP PS2 GENRES

RACING	14.4%
Adventure/RPG	13.2%
Fighting	8.0%
Baseball	7.8%
Football	6.0%
First-person shooters	5.3%
Basketball	4.6%
3rd-person shooters	4.3%
Extreme sports	4.1%
Golf	3.8%

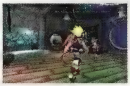
PS2 PUBLISHERS

1. ELECTRONIC ARTS
2. Konami
3. Take 2 Interactive
4. Capcom
5. Sony
6. 3DO
7. Namco
8. LucasArts
9. Koei
10. Acclaim

PSM'S MOST WANTED

1. Metal Gear Solid 2

After the most recent demo at E3 — with spoilers and new footage — it's hard to deny this is the game everyone's waiting for. Kojima is weaving a complex story into the stunning visuals.



2. Jak And Daxter

Finally, Naughty Dog's game has been unveiled. With its massive game world, fluid character animation, and addictive platforming, it lived up to the expectations.

3. Maximo

Another game we've wanted to see for ages. Based largely on *Ghosts and Goblins*, it takes us back to the classic gameplay of NES. The characters and game were charming.

4. SSX Tricky

***SSX* was the surprise hit of the PS2 launch and one of the consoles few enduring successes. *Tricky* extends the series with even more fanciful, over-the-top maneuvers.**

5. Devil May Cry

It's still looking great and playing well. At E3 we were able to fight the lava spider, giving us an idea of the difficulty of the boss fights, but we still need to see more!

6. Final Fantasy X

Square has a showstopper on their hands. Some E3 show-goers, playing the game for the first time, realized what we've been saying all along. Watching their faces said it all.

7. Tony Hawk 3

Addictive gameplay made the series successful on every platform. Playable for the first time at E3, *Pro Skater 3* delivered on trick menu, enabling you to link innumerable tricks with manuals.

8. Dead To Rights

What makes this game so impressive is the action sequences. Depending on the situation, you choose various moves that are animated in slow motion for maximum appreciation.

9. Virtua Fighter 4

We've seen recent footage of the arcade version and learned the PS2 game should be as good or better. Every look at this game's characters and their moves is more compelling than the last.

10. Kingdom Hearts

Square and Disney's collaboration made its debut at the show, and it wowed the audience with wonderful classic and original characters designed largely by project leader Tetsuya Nomura.

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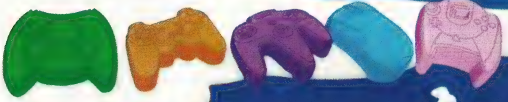

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His adventure. And his ears.

A villainous force has transformed the dream world of Lunatea into a nightmare. A young hero, Klonoa, has been given the task of rescuing this once enchanted land. A daunting mission, to be sure. But with ears to ride the wind, and a magic ring to control his foes, this hero's victory cry will surely be heard.

KLONOA 2
Lunatea's Veil

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PlayStation.2

E
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REVIEWS

The world's most accurate, in-depth game analysis

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Alone In The Dark

The old, dark house has mutant, insane, undead zombies. You have a flashlight... pg. 26

Be sure to check out these top games!

29 ▶ Bloody Roar 3

32 ▶ Escape From Monkey Island

OUR SCORING SYSTEM

10 ▶ CLASSIC
A rare gem. Our highest recommendation

9 ▶ OUTSTANDING
One of the better games this year

8 ▶ VERY GOOD
You can't go wrong — MUST-BUY

7 ▶ GOOD
A solid game

6 ▶ OKAY
Kind of fun, but no big deal

5 ▶ SO-SO
You've got to love the subject matter

4 ▶ LACKING — WARNING
Big flaws really hurt this game

3 ▶ BAD
Not fun at all

2 ▶ AWFUL
This game is an insult

1 ▶ WHY?
Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours playtesting each title to give you the best information to help you buy.

Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold PSM Must-Buy award. We don't hand them out easily, so if you see one on a review, a game box or advertising, be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
ACTION	SONY	INCOG, INC.	1-4	1 DVD	MATURE

PSM GAME OF THE MONTH

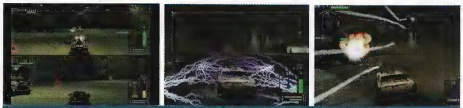
TWISTED METAL BLACK

▲ It's chaotic fun; whenever you have someone to tag, there's always someone else ready to tag you.

The ultimate car combat game

Yes, it's true: *Twisted Metal Black* spews out disgusting horror perhaps like no game has ever done before. However, *TMB*'s worth reaches far beyond simple and violent shock value; I rather see the horror as a form of expression that creates a campy atmosphere, complementing a stellar gameplay experience.

The gameplay, at its roots, remains similar to previous versions: choose a criminal and lay waste to your opponents' cars. Although the objective sounds simple enough, Incog included a number of features which add depth. The environments are especially interactive and full of secrets; players will spend hours searching for new levels, destructible objects, and secret vehicles.



▲ There are a variety of different modes to play in and lots of wonderfully brutal weapons to slay with.

Discovering these destructible objects can actually enhance a player's offensive and defensive strategy. For example, destroying the Ferris wheel in the Suburbs causes it to role through the level, damaging anything in its path. Of course, the new combo system and maneuvers such as jumping compose the real tactics that create strategy.

Although your tactical skills may only receive a true test in the multiplayer modes (Deathmatch, Team Deathmatch, Co-op, and Last Man Standing) against adept friends, the one-player game (for once) actually turned out to be equally impressive and exciting in its own way. What makes it enjoyable, besides all of the secrets and challenging computer AI, are the story lines. The developers have spent considerable time creating gruesome CG movies to

HOW IT STACKS UP

1	▶ Twisted Metal Black (PS2)	9 out of 10
2	▶ Vigilante 8: 2nd Offense (PS)	8 out of 10
3	▶ Motor Mayhem (PS2)	8 out of 10
4	▶ Rogue Trip (PS)	7 out of 10
5	▶ Twisted Metal 4 (PS)	5 out of 10

▲ It is very violent, but we're happy more companies are making titles for adults.

convey rivalries between characters and "more logical" reasons for competing, which ultimately provides impetus to play.

Fortunately, the experience is never hindered by shoddy graphics or poor control — two aspects that will always remain especially integral to a fast-paced multiplayer game. Players will rarely encounter any slowdown, clipping, or pop-in in the single-player game; even in the four-player split-screen mode, these problems are kept to a minimum. Controlling your vehicle is precise and accurate, and the use of the dual analog sticks is comfortable and intuitive.

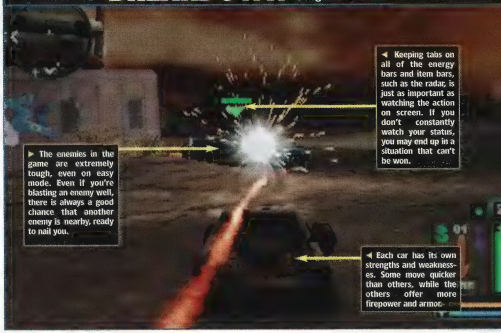
TMB receives only two strikes against it that detract from its score: cheap hits and a serious lack of originality. While Incog implemented a rearview mode and sounds to indicate enemy fire, players will still encounter situations where serious damage must be taken without any chance to retaliate or defend. Also, I wish *TMB* advanced the genre more in terms of gameplay. Although it resides as the king of car combat games, it just didn't make the leap that *SSX* did for snowboarding, or *GT3* did for the series.

TMB is a blast to play and the best in its genre. You won't regret buying *Twisted Metal Black*. Only those with weak stomachs need to stay away.

▶ **Tokoya**

PSM BREAKDOWN

An up-close look at the game in action



◀ Keeping tabs on all of the energy bars and item bars, such as the radar, is just as important as watching the action on screen. If you don't constantly watch your status, you may end up in a situation that can't be won.

▶ The enemies in the game are extremely tough, even on easy mode. Even if you're blasting an enemy well, there is always a good chance that another enemy is nearby, ready to nail you.

◀ Each car has its own strengths and weaknesses. Some move quicker than others, while the others offer more firepower and armor.

"Twisted Metal Black spews out disgusting horror perhaps like no game has ever done before"

SECRETS

***TMB* is full of secret areas to find. More often than not revealing these secrets requires the player to destroy some part of the environment.**

▲ Taking down the screen doesn't reveal anything too special, but you will get a few items.

▲ Releasing the Ferris wheel will provide a few secrets as it destroys stuff in its way.

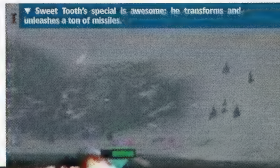
PSM FINAL SCORE 9/10

OUTSTANDING

***Twisted Metal Black's* sadistic story combines with the frantic gameplay to create a dark and enjoyable car combat experience.**

PSM MUST BUY

▲ There'll be a hot time in the old town tonight.



▼ Sweet Tooth's special is awesome: he transforms and unleashes a ton of missiles.

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
SURVIVAL HORROR	INFOGRAMES	DARKWORKS	1	2 CDS	MATURE

▲ Through the usage of sounds, music and clever lighting effects, *Alone In The Dark* does a great job of keeping the suspense up. No doubt about it, this is definitely one creepy game.

ALONE IN THE DARK

The PSone is having one good nightmare

It's been a long time, but *Alone in The Dark* has once again shown up on the PSone. Fortunately, the wait was well worth it, as Darkworks has managed to create a gaming experience that rivals even Capcom's own *Resident Evil* titles. In fact, in some cases (such as atmosphere), it surpasses them.

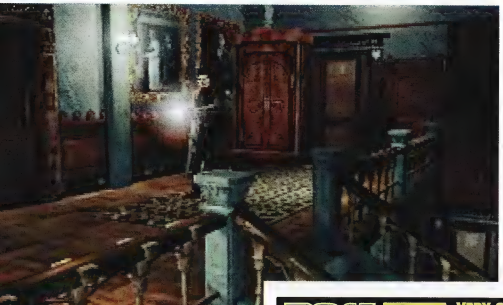
You can choose to play as either Edward Carnby, who returns from the last game, or Aline Cedrac, a young archaeologist with her own agenda. Each of them has their own separate adventure, but occasionally meet up from time to time ala *Resident Evil 2*. They can also talk to each other via two-way radios whenever they're in trouble or need some helpful tips.

The interesting aspect of *AITD* is how lighting is used to add not only to the overall atmosphere and creepiness of the game, but also its depth. Most of the locations you visit are shrouded in darkness and populated with a good number of nasty creatures. While these creatures are afraid of and are often hurt by light, you're equipped with flashlights that can only illuminate a small area at a time. This adds so much to the tension because you often can never really clearly tell what's happening around you.

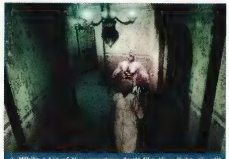
HOW IT STACKS UP

1	▶ Alone In The Dark (PS)	8 out of 10
2	▶ Fear Effect 2: Retro Helix (PS)	8 out of 10
3	▶ Onimusha: Warlords (PS2)	8 out of 10
4	▶ Tomb Raider: Chronicles (PS)	7 out of 10
5	▶ Monkey Island (PS2)	7 out of 10

"Darkworks has managed to create a gaming experience that rivals even Capcom's own Resident Evil titles"



▲ Just like in the first *Resident Evil*, most of your time will be spent exploring a manor-type house.

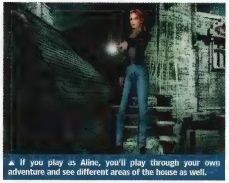


▲ While a lot of the monsters don't like they light, they'll still find a way to come after you.

I just wished that *AITD* could have "borrowed" *RE*'s targeting system and allowed you to automatically lock-on to the nearest target by hitting R1. That just made things so much easier, especially when you were surrounded. In this game, however, you actually have to rotate your character in the direction of the enemy before they can be targeted. And since both of the main characters rotate a bit slowly, it can get a bit frustrating.

It may not be completely perfect or have the best graphics ever, but this latest *Alone In The Dark* definitely reminded me of why I love this genre so much. The puzzles are well thought out and the voice acting is actually even quite decent. If you're a fan of the *Resident Evil* series, then this game is a definite must-have. It's not too terribly innovative, but it does do an amazing job of keeping you at the edge of your seat. And if that isn't a sign of a great "survival horror" game, then I don't know what is.

▶ **Stephen Frost**



▲ If you play as Aline, you'll play through your own adventure and see different areas of the house as well.

PSM FINAL SCORE 8/10

VERY GOOD

In a few ways, this game surpasses the *Resident Evil* series. The puzzles and scares help to make up for the few shortcomings.

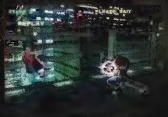
PSM MUST BUY

FIGHT LIKE AN ANIMAL

From the creators of Bloody Roar® 1 and 2 comes Bloody Roar® 3—the newest in the critically acclaimed fighting series. Unleash the beast within, transforming into your animal life-form mid-fight for the ultimate showdown. Fighting has never looked this good—or been this brutal.

Battle it out as 14 fighters—each with an alternate beast life-form and special combo moves.

Experience brutal single-player and multiplayer action, plus amazing special effects and animations (60 fps).



Tackle 12 gameplay modes in 9 immersive 3-D environments, featuring destructible walls and floors.

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PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	RACING	MIDWAY	MIDWAY	1-2	1 CD	EVERYONE

CART FURY

On the plus side, *CART Fury* simply has a lot to offer if you're into pure arcade racing. There are loads of courses, it's blindingly fast (a solid 60fps), there are some spectacular crashes, and its unique rivalry system really makes for some challenging racing. Competitors home in relentlessly on the race leader, and you'll have a definite rival in each race that'll do their best to outrun your car — or simply smash it into oblivion. When it's you against them, the game gets really fun, as you attempt to smash them up and compete for better lap times to earn a very helpful super boost (great for putting you ahead in the crucial final seconds).

Unfortunately, it often seems that getting into any sort of competitive position depends less on skill and more on how many competitors randomly wreck in front of you, thus enabling you to blow past while they recover. Fortunately, they crash a lot, but sometimes you can't seem to get out of 20th place no matter how hard you try. Also, while most of the game's courses are really solid, some just don't stack up in challenge or visuals. These are certainly some noteworthy problems with the game, but thankfully they don't suck out all the fun.

CART Fury is ultimately a textbook example of a shallow arcade game, but with enough personality, polish, and subgames (such as a cool demolition mode) to make it work. Serious simulation buffs definitely needn't apply, but if you're after an above-average thrill ride and enjoyed the likes of *Rumble Racing*, it's well worth a spin.

▶ **Randy Nelson**

▲ The game has a blistering sense of speed from its third-person view that's oddly diminished when racing in-car.

PSM FINAL SCORE 7/10

GOOD
This title is fairly shallow, and has some notable problems with balance and course design, but *CART Fury*'s high points really make CART/F1 racing fun for everyone.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	ADVENTURE	ACCLAIM	BIZARRE CREATIONS	1-4	1 DVD	EVERYONE

FUR FIGHTERS

Bur *Fighters* on Dreamcast was an okay game, and remains so on PS2. It seems that Bizarre Creations wasted the time creating *Fur Fighters: Viggo's Revenge* only to make minor improvements, and none in areas that really count. The PS2 game still suffers from slightly repetitive gameplay and a flawed camera.

Throughout the game, players will use many different species of characters, each with his or her own special ability, to rescue babies in trouble. In order to rescue a baby, players must be using the character of the same species as the baby. Although this forces players to use every character and helps to keep gameplay varied, it becomes rather tedious and overwhelming to switch all the time.

The action is perhaps the most enjoyable aspect of *Fur Fighters:* each character has a unique attack, there's a decent weapon selection, and the enemies are numerous. Unfortunately, the action is often obstructed by a lack of coherence in leading the player from one area to the next.

The only other major complaint I have is with the camera. While it's stable and easy enough to maneuver, it often creates many obscure angles. In tight situations or in heated battles, a piece of the environment or your character will hinder visibility.

Despite its flaws, however, *Fur Fighters* offers a somewhat enjoyable gameplay experience. If you can look past its problems, you might find it worth playing.

▶ **Tokoya**

▲ The game's graphics have been improved a bit, and the action is still quite fun.

PSM FINAL SCORE 6/10

OKAY
Although the graphics and a few other areas have been improved over previous versions, Fur Fighter still suffers from a few problems. If you like action/adventure games, try renting it first.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	RACING	THQ	PACIFIC COAST P&L	1-2	1 CD	EVERYONE

MX 2002

If you liked Sony's *ATV Off-Road Fury* and are hungry for more down-and-dirty racing thrills, *MX 2002* should fit the bill nicely — although it's still a rung down the ladder from Rainbow Studios' sterling creation.

Graphics-wise, the game is definitely above-average, but still nothing too spectacular. The riders and their bikes are smoothly modeled and the racing action zips by without any slowing down. The courses themselves are generally quite colorful and realistic-looking, but there are some really dull snow or plain dirt circuits in the bunch.

The game's season mode is well designed, intelligently tracking your progress and integrating helpful tutorials without shoving them down your throat. The freestyle mode is also solid, combining traditional trick contests with a decent amount of exploration.

On the downside, the game's physics and handling could have been better. As it stands, you never quite get the sense of your bike's wheels digging into the dirt beneath it the way you should. The bikes are also quite floaty in the air (and sometimes on the ground), but otherwise handle well enough. Getting up from spills seems a little clunky too, and the pre-wind/trick system isn't as easy to pick up as it could be, but improves in usability over time.

Though it's a bit rough around the edges overall, *MX 2002* is nonetheless a solid racer that motocross buffs will get a lot out of. Even if you're not the biggest fan of the sport, it's still surprisingly fun — so don't let the subject matter be the deciding factor.

▶ **Randy Nelson**

▲ Some of the game's courses (like this one) are really cool, while others just don't measure up.

PSM FINAL SCORE 7/10

GOOD
Some of this game's courses are a bit dull and its handling is a little lacking in terms of realism. Overall, though, the racing action and well-designed freestyle mode are solid enough to provide a lot of fun.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	ESRB RATING
	FIGHTING	ACTIVISION	HUDSON/BING	1-2	TEEN

▲ The beasts are cool to look at, but that's about it. Transformations don't help your skills that much.

BLOODY ROAR 3

Finally, another fighting game!

I almost want to score *Bloody Roar 3* a little higher, given that the PS2 has seen so few titles in this genre. However, after a refreshing dose of two of the best fighting games — *Tekken Tag* and *DOA2: Hardcore* — I realized that everything *Bloody Roar 3* does, the previous games do a little better.

The fighting engine remains solid though, and the interface makes it easy to pick-up and enjoy. Similar to *DOA2*, *BR3* sports a button to punch, one to kick, one for throwing, and the last to transform into a beast. Players can get creative and combine various button combinations and moves to produce combos and chains.

Unfortunately, many of the characters possess some useless moves that lack any practical purpose. This could be excusable, but only if the beast transformations actually enhanced gameplay significantly. The beasts increase a character's attack power slightly, and endow the character with ability to unleash a deadly super move — woohoo!

The fighting arenas leave much to be desired. Although gamers will appreciate that they are interactive like *DOA2*, too many of them are too similar with only graphical changes. Furthermore, the fenced-in arenas often obstruct the player's view. For example, the camera always remains outside of the fence, sometimes showing a transparent version of it, instead of moving inside with the characters.

While these problems are quite prominent, and make it inferior to its competition, *Bloody Roar 3* is still a solid title. If you're a fan of the series, or simply have an itch for a new fighter, you shouldn't be disappointed with this purchase.

▶ **Tokoya**

HOW IT STACKS UP

1	▶ DOA2: Hardcore (PS2)	9 out of 10
2	▶ Tekken Tag (PS2)	8 out of 10
3	▶ Bloody Roar 3 (PS2)	7 out of 10
4	▶ Street Fighter EX3 (PS2)	6 out of 10
5	▶ X-Men: Mutant Academy (PS)	5 out of 10

PSM FINAL SCORE 7/10

GOOD

***Bloody Roar 3* isn't a bad game by any means and a great addition to any hardcore fan's collection. However, it still cannot compare to *Tekken Tag* or *DOA2: Hardcore*.**

▲ The game is fun, but your view can often be obstructed. Not the best way to look at a fight...

PlayStation.2

The Joker ™ & © 2001 DC Comics

PS2 | TYPE: SPORTS | PUBLISHER: ACCLAIM | DEVELOPER: Z-AXIS | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: EVERYONE

DAVE MIRRA: MAXIMUM REMIX

Perhaps the strangest reissue in history, *Maximum Remix* is the original *Dave Mirra Freestyle BMX* with new levels, more multiplayer games, new riders and the ability to ride on the walls. That's okay, but we can't help wondering why anyone would bother.

Not a terrible game by any stretch of the imagination, *Dave Mirra* was an absolutely average entry into the crowded "let's make a game like *Tony Hawk's Pro Skater*, but with bikes/snowboards/surfboards/zombies" genre. *Maximum Remix* continues the tradition. The new levels are just as blasé in their design as the original ones, the new riders just as nondescript and forgettable.

Although there are now ten different multiplayer games, only a couple really stand out. The obligatory version of HORSE isn't bad and the Gnarliest Crash is damn amusing, even if it is a bit silly.

The same issues that plagued the original *Dave Mirra* keep *Maximum Remix* from achieving any real greatness. The camera often doesn't find the best perspective from which to view the action, the engine feels sluggish, the controls are unresponsive and there's just a feeling of "been there, done that" that's too overwhelming to ignore.

The only thing that does set *Dave Mirra* apart is the trick interface, which allows for tricks to all be performed with one button and then modified with another. This enables players to invent their own combos. Unless you're a fan of the "non-remixed" version, though, that's really not enough to recommend it.

▶ **Daniel Erickson**

▲ Although its trick modification system is good, the rest of the game (including its level design) is decidedly uninspired.

PSM FINAL SCORE **5**/10

SO-SO

This title features even more average gameplay and "me too" level design than before. If you want a BMX game, go for the much better *Mat Hoffman's Pro BMX* instead.

PS2 | TYPE: RPG | PUBLISHER: SQUARE EA | DEVELOPER: SQUARE | # OF PLAYERS: 1 | # OF DISCS: 2 CDS | ESRB RATING: TEEN

FINAL FANTASY CHRONICLES

The previously lush sprite worlds of *ChronoTrigger* or the gameplay innovations found in *Final Fantasy IV* (II in the U.S.) will seem well–worn to those more accustomed to the polygonal, sophisticated roleplaying of Square's 32–bit efforts. But, like the old saying goes, you can't know where you're going unless you know where you've been. And this motto can be applied to *Final Fantasy Chronicles*.

FFIV's sprawling journey across two worlds was among the first to show a knack for countless secrets and tough battles. And though the translation has been vastly improved over the US original, unfortunately the major snags for this game are sluggish save mechanics and an overall clunkiness. But in its favor, this new *FFIV* features an increased difficulty level and a two–player team–up mode not found in the original US release.

ChronoTrigger, on the other hand, manages to sidestep any technical problems and is able to show why it drew in the fans in droves. With new anime cutscenes added in for good measure, novices and veterans can immerse themselves in Crono and company's adventure across time itself.

There's a reason why these games are considered classics, and an opportunity to grab two of them in one package for cheap shouldn't be passed up. You won't find brain–busting summon spell visuals, but there's one factor that graphics can never replace: a solid storyline.

▶ **Francesca Reyes**

▲ *Final Fantasy Chronicles* still shines brightly among even some of the newest RPG offerings on PS2.

PSM FINAL SCORE **7**/10

GOOD

Quality games always show their pedigree. While the graphics may be showing their collective age, strong characters and solid storylines can't be beat, no matter what year it is.

PS2 | TYPE: ACTION | PUBLISHER: ACTIVISION | DEVELOPER: UDS | # OF PLAYERS: 1-2 | # OF DISCS: 1 CD | ESRB RATING: TEEN

SCARIEST POLICE CHASES

I had extremely high expectations for this game for two reasons: first because of its long development period; and second, because the idea of a *Driver*–type game from the police perspective sounds fun. Unfortunately, *World's Scariest Police Chases* only partially hits the mark; perhaps I set my hopes a little too high.

Its foremost problem is a lack of gameplay variety and depth. Most of the game simply consists of chasing criminals until they arbitrarily surrender — nothing more, which can be enjoyable, but I would have found it more interesting if UDS included more elaborate techniques to disable enemy cars, such as setting traps to induce crashes. Granted, although players will encounter situations where they'll need to use a gun, it's limited and too difficult to aim accurately.

The chases are made even slightly more lackluster, due to dense enemy AI. Some criminals are tough to apprehend, but since all of them follow a pretty rigid and predictable pattern through the city, gameplay degrades into repetitive cat–and–mouse chases. However, the large size of the city does redeem this action element a little.

The only other problem I can detect is somewhat sluggish and unresponsive control, but it's not awful to the point of being unplayable — actually, an accurate summation for the entire game. If you really love the *Driver* series, you might find *WSPC* worth while.

▶ **Tokoya**

▲ Chasing down criminals is fun, but you'll quickly notice that they usually follow a pattern.

PSM FINAL SCORE **6**/10

OKAY

Although *WSPC* can actually be kind of fun to play, it does suffer from a few severe problems that will surely turn some off. If you're a huge fan of games like *Driver*, give it a try. Otherwise, rent it first.

PS2

TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	ESRB RATING
CAR COMBAT	INFOGRAMES	BEYOND GAMES	1-2	EVERYONE

▲ Visually, there are a lot of bells and whistles that make *Motor Mayhem* fun to watch, not to mention play.

MOTOR MAYHEM

A solid second helping of car combat

It may have been dumb luck to release *Motor Mayhem* next to *Twisted Metal Black*, and that after an absolute scarcity of vehicular combat games. But *Motor Mayhem* proves that a game built from the ground up by a newbie PS2 developer can compete with a best-known franchise and some of the most experienced coders in the business. Obviously, the games differ in style: the glossy *Motor Mayhem* is to *Running Man* what the cryptic, gritty *TMB* is to *Road Warriors*.

Motor Mayhem is based on the fictional futuristic Vehicle Combat League, and weaves four sets of rivalries into the character profiles. The ultimate rivalry is with the unlockable champion, Buzzsaw. Although the VCL is televised, the characters aren't fleshed out with interviews, highlight reels, or FMVs that reward the winning of a tournament, like fighting games and *TMB*. Even though *MM*'s drivers are very animated during combat, *TMB* gets the nod in fleshing out its characters. Still, the presentation is first rate, with a nice range of themed interactive levels with different textures, obstacles, and secret areas, and every character gets his own musical theme. Plenty of extras, including game trailers and concept art, give you a good sense of the VCL overall, but an up close and personal look at the characters would have been the icing.

What makes or breaks vehicular combat is control, weapons, good particle effects, special moves, and power-ups. *Motor Mayhem* delivers on all counts. The control is solid, although the turning radius and traction are a little loose.

► **Tommy Layton**

HOW IT STACKS UP

1	► Twisted Metal Black (PS2)	9 out of 10
2	► Motor Mayhem (PS2)	8 out of 10
3	► Vigilante 8: 2nd Offense (PS)	8 out of 10
4	► Rogue Trip (PS)	7 out of 10
5	► Twisted Metal 4 (PS)	5 out of 10

PSM FINAL SCORE 8/10

VERY GOOD

Aside from a few drawbacks in the presentation, Infogrames has delivered a very good vehicular combat game with a unique style.

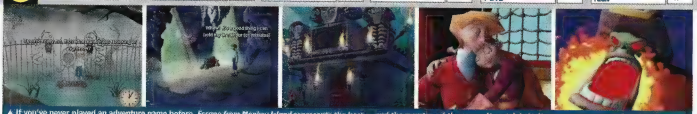
PSM MUST BUY

▲ The particle effects, driver animations, and extras are great. You can't accuse these guys of bad taste...

Harley Quinn: ™ & © DC Comics

PlayStation.2

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	ADVENTURE	LUCAS ARTS	LUCAS ARTS	1	1 DVD	TEEN



▲ If you've never played an adventure game before, *Escape from Monkey Island* represents the best — and the worst — of the genre. It certainly isn't your average game, though...

ESCAPE FROM MONKEY ISLAND

Everything is better with monkeys

The *Monkey Island* games are much beloved one among adventure game fans, and it's easy to see why. First of all, they're funny as hell, full of in-jokes and genuine belly laughs. You can expect top of line graphics, music, and voice acting too. This is one of the most consistently entertaining game series ever created.

On the other hand, they also demonstrate why adventure games have been falling increasingly out of public favor for the last five years.

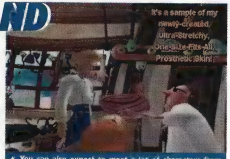
But first, the good news. *Escape from Monkey Island* picks up right where *Curse of Monkey Island* left off, with hero Guybrush Threepwood and his new bride, Governor Elaine Marley-Threepwood heading back to their home on Melee Island. The only problem is that, in their absence, Elaine was declared legally dead, and the governor's mansion is set for demolition. Even worse, a slimy politician named Charles L. Charles is setting himself up as the next governor. His nefarious plan is to turn the entire Tri-Island area into a giant, pirate-themed resort, complete with a Starbuccaneer's on every corner.

The game pokes fun at everything: previous *Monkey Island* games (Guybrush discovers that Jojo, the monkey he taught to grab a totem pole's nose in *Monkey Island 1*, died because "no one ever taught him to let go"); other Lucas properties (look closely in the background of the time swamp on Lucre Island to see an X-Wing sunk in the water); and of course, our overly commercialized corporate culture.

It's a rollicking good time, except for one thing: nearly all the puzzles are impenetrable, "who the heck would ever think of that" stumpers. The game then climaxes with numerous rounds of something called Monkey Kombat, which will have even the most hardened adventure gamer pulling their hair out trying to work through all the permutations. There's a partial walk through included, but it won't get you far.

Still, if you've got the patience, this is one terrifically funny and entertaining game. Just don't expect to beat it in a week (or, likely as not, without help).

▶ **Jeff Lundrigan**

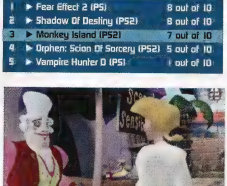


▲ You can also expect to meet a lot of characters from previous *Monkey Island* games.

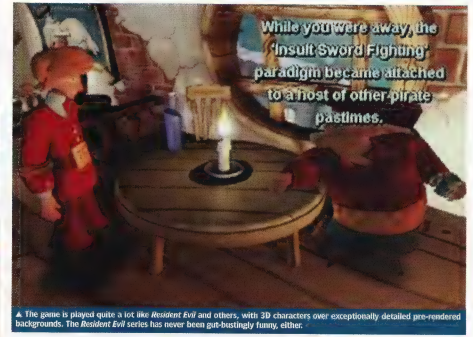
> **"It's a rollicking good time, except for one thing: nearly all the puzzles are impenetrable"**

HOW IT STACKS UP

1	▶ Fear Effect 2 (PS)	8 out of 10
2	▶ Shadow Of Destiny (PS2)	8 out of 10
3	▶ Monkey Island (PS2)	7 out of 10
4	▶ Orphen: Scion Of Sorcery (PS2)	5 out of 10
5	▶ Vampire Hunter D (PS)	1 out of 10



▲ It's a good thing this game is as funny as it is, otherwise the puzzles would drive you insane.



▲ The game is played quite a lot like *Resident Evil* and others, with 3D characters over exceptionally detailed pre-rendered backgrounds. The *Resident Evil* series has never been gut-bustingly funny, either.

PSM FINAL SCORE 7/10

GOOD

Escape from Monkey Island is a hilarious, thoroughly entertaining game, but you'd better figure the cost of a hint book into the purchase price, because you're going to need it.

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SCOREBOARD

Don't buy a game until you check here first!

CURRENT RELEASES

Iss #	Month	Game Name	Score	Genre	Publisher	Summary
47	July 01	Cool Boarders	6	Snowboard	Sony CEA	A so-so snowboarding game with lots of play modes, but it doesn't really do any of them as well as it could or should. It looks nice and controls well, but lots of rough edges keep it from being a big-time player.
47	July 01	Crazy Taxi	6	Driving	Acclaim	While a great conversion of the arcade original, *Crazy Taxi* just doesn't have enough substance to keep most gamers interested. It's fun, but only for a short amount of time.
47	July 01	Dark Cloud	6	Action/RPG	Sony CEA	The idea behind *Dark Cloud* is great; it wasn't implemented in the best possible way. It can be fun for a few dungeons, but quickly feels repetitious.
47	July 01	Gauntlet: Dark Legacy	8	Action	Midway	With its excellent music, creepy atmospheric graphics and non-stop action, *Gauntlet* is just the ticket for gory fun.
47	July 01	Gran Turismo 3	10	Racing	Sony CEA	*GT3* is the best racing game ever produced. If you love racing games, you must have this game in your library.
47	July 01	Heroes Of Might And Magic	7	Strategy	3DO	A fast, fun strategy game that's easy to pick up and play. It's not the greatest-looking game of its type on PS2 (compared to the likes of *Kessen* and *Ring of Red*), but it's an otherwise solid game.
47	July 01	Klonoa 2: Lunatea's Veil	8	Platform	Namco	A great platformer that may be a bit too easy and short for some gamers. Still, there's a ton of fun to be had.
47	July 01	MLB 2002	3	Baseball	989 Studios	*MLB* has too many problems with the AI, graphics, and glitches to make it worth purchasing. The other offerings already available are far more superior; stick with these.
47	July 01	MTV Music Generator 2	8	Music	Codemasters	*MTVMG2* has an initially daunting interface, but with its exceptional set of tools, it can really lay down a tune.
47	July 01	Red Faction	8	FPS	THQ	For all of you PS2 owners that are fans of FPS's, this is a definite must-buy, especially since it has a solid one-player mode.
47	July 01	Star Wars: Bombad Racing	4	Kart Racing	Lucas Lrng.	A lacking kart racer with *Star Wars* characters tacked on (and not the good ones), *Super Bombad Racing* brings nothing new to the table. It plays and looks okay, but isn't really anything special.
47	July 01	The Simpsons Wrestling	2	Wrestling	Activision	D'oh! Even the most hardcore *Simpsons* fan will be appalled by this game, which, despite its title, has nothing in common with wrestling, except for the ring, and we're not too sure about that.
47	July 01	Tokyo Xtreme Racer 0	7	Racing	Crave	If you've never played the *Tokyo Xtreme Racer* series before this (this is the first time it's hit the PlayStation 2), you're in for a treat — this is a racing game like no other.

HIGH SCORES

These are the games that you've **GOT** to get your hands on!

Iss.	Month	Game Name	Score	Genre	Publisher
39	Nov-00	SSX (PS2)	10	Snowboard/Race	Electronic Arts
41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
40	Dec-00	Spyro: Year of the Dragon (PS)	9	Platform	Sony
46	June-01	High Heat Baseball 2002 (PS2)	8	Baseball	3DO
46	June-01	Quake III Revolution (PS2)	8	FPS	EA
45	May-01	Dance Dance Revolution (PS)	8	Dance	Konami
44	Apr-01	Darkstone (PS)	8	RPG	Take 2
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Crave
43	Mar-01	Onimusha Warlords (PS2)	8	Action	Capcom
41	Jan-01	Colin McRae Rally 2.0 (PS)	8	Racing	Codemasters
41	Jan-01	Moto Racer World Tour (PS)	8	Racing	Infogrames
40	Dec-00	FIFA 2001 (PS)	8	Sports/Soccer	EA Sports
40	Dec-00	FIFA 2001 (PS2)	8	Sports/Soccer	EA Sports
40	Dec-00	Midnight Club (PS2)	8	Racing	Rockstar
40	Dec-00	Mike Tyson Boxing (PS)	8	Sports/Boxing	Codemasters
40	Dec-00	MOH: Underground (PS)	8	1st Person Shooter	Electronic Arts
40	Dec-00	Unreal Tournament (PS2)	8	First Person Shooter	Infogrames
40	Dec-00	Summoner (PS2)	8	RPG	THQ

REVIEW BACKLOG

NOTE: The reviews in issue 38 and earlier used a five-star scale

Iss.	Month	Game name	Score	Genre	Publisher
46	June-01	Aladdin in Nasira's Revenge (PS)	6	Platform	Sony CEA
46	June-01	All Star Baseball 2002 (PS2)	3	Baseball	Acclaim
46	June-01	Army Men: Green Rogue (PS2)	4	Action	3DO
46	June-01	Army Men: Sarge's Heroes 2 (PS2)	4	Action	3DO
46	June-01	Army Men 2: Air Attack (PS2)	6	Action	3DO
46	June-01	ESPN MLS Extratime (PS2)	4	Soccer	Konami
46	June-01	ESPN National Hockey Night (PS2)	4	Hockey	Konami
46	June-01	ESPN NBA 2night (PS2)	6	Basketball	Konami
46	June-01	High Heat Baseball 2002 (PS2)	8	Baseball	3DO
46	June-01	Mat Hoffman's Pro BMX (PS)	7	Sports	Activision
46	June-01	Quake III Revolution (PS2)	8	FPS	EA
46	June-01	Rainbow Six: Rogue Spear (PS)	6	Action	Red Storm
46	June-01	Rumble Racing (PS2)	7	Racing	EA Games
46	June-01	Time Crisis: Project Titan (PS)	7	Lightgun	Namco
46	June-01	Triple Play Baseball (PS2)	7	Baseball	EA Sports
45	May-01	4X4 Evolution (PS2)	5	Racing	G.O.D.
45	May-01	Army Men: Final Front (PS)	3	Action	3DO
45	May-01	Dance Dance Revolution (PS)	8	Dance	Konami
45	May-01	F1 Racing Championship (PS2)	6	Racing	Ubi Soft
45	May-01	High Heat MLB 2002 (PS)	7	Baseball	3DO
45	May-01	Metal Slug X (PS)	7	Shooter	Agetec
45	May-01	NBA Hoopz (PS2)	4	Basketball	Midway
45	May-01	NBA Shootout 2001 (PS2)	5	Basketball	Sony CEA
45	May-01	Point Blank 3 (PS)	7	Light gun	Namco
45	May-01	Strikers 1945 (PS)	6	Shooter	Agetec
45	May-01	Tiger Woods PGA Tour 2001 (PS2)	7	Golf	EA
45	May-01	Triple Play Baseball (PS)	7	Baseball	EA Sports
45	May-01	Unison (PS2)	7	Dancing	Tecmo
45	May-01	Vanishing Point (PS)	7	Racing	Acclaim
45	May-01	Warriors Of Might & Magic (PS2)	2	Action	3DO
44	Apr-01	Bowling (PS)	6	Sports	A1 Games
44	Apr-01	Darkstone (PS)	8	RPG	Take 2
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos
44	Apr-01	NBA Hoopz (PS)	4	Sports	Midway
44	Apr-01	Oni (PS2)	5	Action	RockStar
44	Apr-01	Puzzle Star Sweep (PS)	8	Puzzle	A1 Games
44	Apr-01	Racing (PS)	2	Racing	Agetec
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami
44	Apr-01	Shadow Of Destiny (PS2)	8	Adventure	Konami
44	Apr-01	Starlighter Sanvein (PS)	4	Shooter	A1 Games
44	Apr-01	Star Wars: Starfighter (PS2)	8	Action	LucasArts
44	Apr-01	Winback: Covert Operations (PS2)	7	Action	Koei
43	Mar-01	Activ' of Cookie & Cream (PS)	7	Action	Agetec
43	Mar-01	Aqua Aqua (PS2)	7	Puzzle	3DO
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	The Bouncer (PS2)	4	Fighting	Square EA
43	Mar-01	Donald Duck: Quackers (PS)	6	Platform	UbiSoft
43	Mar-01	F1 2000 (PS)	7	Racing	EA Sports
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Eca
43	Mar-01	Knockout Kings 2001 (PS2)	7	Boxing	EA
43	Mar-01	NBA Live 2001 (PS)	7	Sports	EA Sports
43	Mar-01	NCAA Final Four 2001	5	Sports	Sony CEA
43	Mar-01	Theme Park Coaster (PS2)	8	Sim	EA
43	Mar-01	WDL (PS2)	4	Action	3DO
43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom
42	Feb-01	Acclaim Sports' HBO Boxing (PS)	5	Boxing	Acclaim
42	Feb-01	Blade (PS)	4	Action	Activision
42	Feb-01	Championship Surfer (PS)	8	Surfing	Mattel
42	Feb-01	Driving Emotion Type-S (PS2)	4	Racing	Square EA
42	Feb-01	Ducati World (PS)	5	Racing	Acclaim
42	Feb-01	King of Fighters '99 (PS)	8	Fighting	Agetec
42	Feb-01	Lunar 2: Eternal Blue (PS)	8	RPG	Working
42	Feb-01	NCAA GameBreaker 2001 (PS2)	3	Football	989 Sports
42	Feb-01	Persona 2: Eternal Punishment (PS)	7	RPG	Atlus
42	Feb-01	Power Spike Pro Beach Volleyball	5	Sports	Infogrames
42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
42	Feb-01	RC Revenge Pro (PS2)	5	Racing	Acclaim
42	Feb-01	Real Pool (PS2)	7	Billiards	Infogrames
42	Feb-01	Star Wars: Demolition (PS2)	5	Car Combat	LucasArts
42	Feb-01	Super Bust-A-Move (PS2)	8	Puzzle	Acclaim
41	Jan-01	Army Men: Air Attack 2 (PS)	5	Action	3DO
41	Jan-01	Army Men: Sarge's Heroes 2 (PS)	5	Action	3DO
41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
41	Jan-01	Colin McRae Rally 2.0 (PS)	8	Racing	Codemaster's
41	Jan-01	Cool Boarders 2001 (PS)	4	Snowboarding	Sony CEA
41	Jan-01	Driver 2 (PS)	6	Racing/Action	Infogrames

Iss.	Month	Game name	Score	Genre	Publisher
41	Jan-01	ESPN X Games Snowboarding (PS2)	7	Snowboarding	Konami
41	Jan-01	Gundam Battle Assault (PS)	4	Fighting	Bandai
41	Jan-01	Harvest Moon: Back to Nature (PS)	7	Simulation	Natsume
41	Jan-01	Moto Racer World Tour (PS)	8	Racing	Infogrames
41	Jan-01	MTV Pure Ride (PS)	6	Snowboarding	THQ
41	Jan-01	NASCAR 2001 (PS2)	4	Racing	EA Sports
41	Jan-01	NBA Live 2001 (PS)	7	Sports	EA Sports
41	Jan-01	NBA Shootout 2001 (PS)	4	Sports	Sony CEA
41	Jan-01	Ready 2 Rumble 2 (PS2)	6	Boxing	Midway
41	Jan-01	Silent Scope (PS2)	7	Shooter	Konami
41	Jan-01	Slipheed (PS2)	6	Shooter	Working Designs
41	Jan-01	Sky Odyssey (PS2)	7	Flying	Activision
41	Jan-01	Surfing H3O (PS2)	6	Surfing	Rockstar
41	Jan-01	Tomb Raider: Chronicles (PS)	7	Action/Adventure	Eidos Interactive
41	Jan-01	Top Gear Dare Devil (PS2)	6	Racing	Kemco
41	Jan-01	Tornelco: The Last Hope (PS)	1	Action/RPG	Enix
41	Jan-01	Ultimate Fighting Championship (PS)	2	Fighting	Crave
40	Dec-00	Crash Bash (PS)	6	Party Game	Sony CEA
40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
40	Dec-00	Fantavision (PS2)	6	Puzzle	Sony CEA
40	Dec-00	ESPN Int'l Track and Field (PS2)	7	Sports	Konami
40	Dec-00	FIFA 2001 (PS)	8	Sports/Soccer	EA Sports
40	Dec-00	FIFA 2001 (PS2)	8	Sports/Soccer	EA Sports
40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
40	Dec-00	Gameday 2001 (PS2)	2	Sports/Football	Sony CEA
40	Dec-00	Gradius III & IV (PS2)	5	Shooter	Konami
40	Dec-00	Gungriffon Blaze (PS2)	7	Action	Working Designs
40	Dec-00	Knockout Kings 2001 (PS)	5	Sports/Boxing	Electronic Arts
40	Dec-00	Midnight Club (PS2)	8	Racing	Rockstar
40	Dec-00	Mike Tyson Boxing (PS)	8	Sports/Boxing	Codemasters
40	Dec-00	MDH: Underground (PS)	8	1st Person Shooter	Electronic Arts
40	Dec-00	Moto GP (PS2)	6	Racing	Namco
40	Dec-00	NHL 2001 (PS)	7	Sports/Ice Hockey	Electronic Arts
40	Dec-00	NHL 2001 (PS2)	6	Sports/Ice Hockey	Electronic Arts
40	Dec-00	Orphen: Scion of Sorcery (PS2)	5	Action/Adventure	Activision
40	Dec-00	Ray Crisis (PS)	5	Shooter	Taito
40	Dec-00	Spyro: Year of the Dragon (PS)	9	Platform	Sony
40	Dec-00	Summoner (PS2)	8	RPG	THQ
40	Dec-00	The World is Not Enough (PS)	6	First Person Shooter	Electronic Arts
40	Dec-00	Timesplitters (PS2)	7	First Person Shooter	Eidos Interactive
40	Dec-00	Unreal Tournament (PS2)	8	First Person Shooter	Infogrames
40	Dec-00	WCW Backstage Assault (PS)	6	Wrestling	Electronic Arts
40	Dec-00	Wild Wild Racing (PS2)	5	Racing	Interplay
40	Dec-00	WWF Smackdown! 2 (PS)	8	Wrestling	THQ
39	Nov-00	Alien Resurrection (PS)	7	First Person Shooter	Fox Interactive
39	Nov-00	Armored Core 2 (PS2)	8	Action	Agetec
39	Nov-00	Bomberman Party Edition (PS)	6	Action	Hudson
39	Nov-00	Destruction Derby Raw (PS)	5	Action/Racing	Midway
39	Nov-00	Dino Crisis 2 (PS)	6	Action	Capcom
39	Nov-00	Dragon Valor (PS)	7	Action	Namco
39	Nov-00	Dynasty Warriors 2 (PS2)	6	Strategy/Action	Koei
39	Nov-00	Eternal Ring (PS2)	5	Action/RPG	Agetec
39	Nov-00	Evergrace (PS2)	6	RPG/Action	Agetec
39	Nov-00	Incredible Crisis (PS)	7	Action/Puzzle	Titus
39	Nov-00	Kessen (PS2)	8	Strategy	Electronic Arts
39	Nov-00	Madden NFL 2001 (PS2)	9	Sports	Electronic Arts
39	Nov-00	Mega Man Legends 2 (PS)	7	Action/Adventure	Capcom
39	Nov-00	NASCAR 2001 (PS)	8	Racing	Electronic Arts
39	Nov-00	Polaris Snocross (PS)	6	Racing	Vatical
39	Nov-00	Ridge Racer V (PS2)	7	Racing	Namco
39	Nov-00	Smuggler's Run (PS2)	6	Racing/Action	Rockstar
39	Nov-00	Stip-Cross Championship Racing (PS)	6	Snowmobile Racing	Crave
39	Nov-00	SSX (PS2)	10	Snowboard/Race	Electronic Arts
39	Nov-00	Street Fighter EX3 (PS2)	6	Fighting	Capcom
39	Nov-00	Swing Away Golf (PS2)	7	Golf	Electronic Arts
39	Nov-00	Sydney 2000 (PS)	4	Sports	Eidos Interactive
39	Nov-00	Tekken Tag Tournament (PS2)	8	Fighting	Namco
39	Nov-00	Tony Hawk 2 (PS)	8	Skateboarding	Activision
39	Nov-00	X Squad (PS2)	4	Action	EA Games
38	Oct-00	Bust-A-Groove 2	3.5	Dancing	Enix
38	Oct-00	Digimon World	2	Monster Breeding	Bandai
38	Oct-00	Iron Soldier 3	1	Action	Eclipse Software
38	Oct-00	Madden NFL 2001	4	Football	Electronic Arts
38	Oct-00	Parasite Eve 2	3.5	RPG/Action	Square
38	Oct-00	Pro Pinball Big Race USA	3	Pinball	Empire Interactive
38	Oct-00	Spider-Man	3.5	Action	Activision

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PlayStation.2

BLACK ISLE STUDIOS — Interplay — BY GAMERS. FOR GAMERS. — snowblind studios — WIZARDS OF THE COAST — DUNGEONS & DRAGONS

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▶ THE PS2 ALL-STARS
Jak and Daxter, Tidus (*Final Fantasy X*), Dante (*Devil May Cry*), Snake (*Metal Gear Solid 2: Sons of Liberty*), and Maximo were the highlights of an incredible PS2 lineup at E3 this year. Actually, there were so many outstanding games that plenty more characters deserved to be shown here, if only we'd had the room.

E3 Game Guide

Every PS2 and PSone game being made, in one handy guide

There are so many amazing PS2 games coming out, you're going to have to give up food to buy them all.

At this year's Electronic Entertainment Expo ("E3", ya dig?), Sony fought back against new consoles from Nintendo and Microsoft with one of the most explosive lineup of games this industry has ever seen. *Metal Gear Solid 2, Final Fantasy X, Devil May Cry, Silent Hill II, Jak and Daxter, Tony Hawk 3, Gran Turismo 3* — any one of these titles *alone* is reason enough to own a PS2. And that list doesn't even include incredible new titles like *Maximo: Ghosts to Glory, Ace Combat 4, Soul Reaver 2, Spider-Man: The Movie* and so on. Our overall impression of this year's show is that there are more quality games coming out now than ever before, and once you've read over the next 12 pages, we think you'll agree.

We're just starting to see what the PS2 can *really* do. Can you imagine what we'll see at next year's show? Well, until then, enjoy this feature and start saving your lunch money — you're gonna need it!

PSM'S TOP 5

BEST OF SHOW E3 PSM TOP FIVE

These are the best-looking five games we saw at this year's show. Each is fully covered in this month's Previews section, starting on page 61.

METAL GEAR SOLID 2

DEVELOPER
KONAMI

RELEASE DATE
NOVEMBER

Kojima's going into seclusion to finish MGS2, but the new trailer he left us with before heading back to Japan couldn't have us more excited! Check out our latest preview on page 62.

JAK AND DAXTER

DEVELOPER
NAUGHTY DOG

RELEASE DATE
FALL

The beautiful new world Naughty Dog has created left us with our jaws agape, and the adventure that unfolds within it is sure to be of epic proportions. We've got new shots and details on page 72.

DEVIL MAY CRY

DEVELOPER
CAPCOM

RELEASE DATE
FALL

Director Shinji Mikami has thrown in awesome boss battles, a new mission structure, and more bad-ass quips from the game's hero, Dante. You can see the boss fight for yourself on page 67.

FINAL FANTASY X

DEVELOPER
SQUARE

RELEASE DATE
SPRING 2002

Gorgeous doesn't begin to describe Square's latest RPG. This game's environment and character designs are some of the most captivating ever. See it for yourself on page 68!

MAXIMO

DEVELOPER
CAPCOM

RELEASE DATE
FALL

Capcom's action/platformer took the PSM team by surprise with its combination of classic gameplay, cool design, and very stylish graphics. Check out our full preview on page 73.

EDITORS' PICKS

With so many great games to choose from this year, deciding on our personal faves sure wasn't easy!

CHRIS SLATE

There were lots of big games at this E3, but *MGS2* is still tops in my book.

1. Metal Gear Solid 2
2. Jak and Daxter
3. Maximo
4. Devil May Cry
5. Final Fantasy X

STEPHEN FROST

PS2 has the strongest lineup I've seen in years, lead by Sony's new platformer.

1. Jak and Daxter
2. Devil May Cry
3. Tony Hawk 3
4. Final Fantasy X
5. Maximo

RANDY NELSON

I thought *MGS2* would top my list, but *Maximo* came out of nowhere and blew me away.

1. Maximo
2. Metal Gear Solid 2
3. Jak and Daxter
4. Devil May Cry
5. Wipeout Fusion

TOKOYA

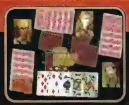
This was a tough list to compose, but in my opinion Capcom stole the show!

1. Devil May Cry
2. Capcom VS. SNK 2
3. Final Fantasy X
4. Jak and Daxter
5. Tony Hawk's Pro Skater 3

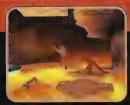
TOMMY LAYTON

When Kojima presented the *MGS2* trailer, the game instantly became my top pick.

1. Metal Gear Solid 2
2. Devil May Cry
3. Final Fantasy X
4. Maximo
5. SSX Tricky



Card Games
All Games • Summer • Other
Put on your poker face — this budget line title includes several classic card games, each with support for up to four players and the ability to place bets with virtual money.



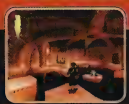
Disney's Atlantis: Lost Empire
Sony CEA • June • Adventure
Based on the hit summer movie, *Atlantis* lets you play as six different characters (including Milo) as you face a myriad of puzzles and platform challenges.

Spider-Man 2: Enter Electro

Activision • September • Action

Everyone's favorite webslinger returns in a new PSone adventure. Expect similar gameplay to the first game, but more challenges per level and a larger assortment of evil villains. There's also a good number of mini-games.

Dragon Warrior IV
Enix • Fall • RPG
Dragon Quest VII is finally making its way here, with a name change. It features an epic quest with well over 100 hours of playtime. And yes, the jobs system is back in full force.



Harry Potter Sorcerer's Stone
EA Games • Fall • Adventure
Following the adventures of the young wizard in his first year at Hogwarts, this game will challenge your spellcasting, jumping and Quidditch skills.

Hoshigami • Atlus • Fall • RPG
Hailing back to the days of *Final Fantasy Tactics*, Hoshigami takes advantage of a turn-based combat system and an extremely large cast of characters. In fact, you can carry up to eight of them in your party.

Mel Wheels Extreme Racing
THQ • Fall • Racing
You'll be able to control a large assortment of vehicle types, such as cars, planes and possibly boats. The game will also feature a large variety of very unique environments.

In Cold Blood • Dream Catcher • Fall • Adventure
Take the general gameplay found in the *Resident Evil* series and combine it with a more futuristic theme and you have *In Cold Blood*. Expect cool weapons and ugly monsters.

Men in Black
Infogrames • Winter • Action
Little has been revealed about *MIB*, but we do know that it's based more on the animated series than the actual movie. You'll have lots of sci-fi weapons, of course.

Monsters Inc.
Sony CEA • November • Action
Another movie-licensed game that will appeal to you kids out there, *Monsters Inc* lets you control the two main characters in a selection of very surreal worlds.

Motocross Mania
Take 2 • June • Racing
Take on three different modes in the the latest budget title from Take 2. You'll be able to unlock a good number of bikes, tracks and tricks as your skills improve.

Syphon Filter 3

Sony CEA • November • Action

Technically the last actual *Syphon Filter* title ever, this second sequel will continue the adventures of Gabe Logan and finish up the storyline. Players can expect improved graphics and a larger arsenal of weapons.

One Piece Mansion
Capcom • September • Puzzle
This puzzle/simulation title sees players running an apartment building. The trick is to place the tenants so that they get along peacefully.

Saiyuki: Journey West
Koei • July • RPG
This is Koei's attempt at a more traditional RPG. The focus is on a strong storyline and highly detailed backgrounds.

Skydiving Extreme
Natsume • Fall • Action
Take to the air as you attempt to perform stunts of varying skill levels. Perform as many tricks as you can before you have to pop your chute.

Tales of Destiny 2
Namco • Winter • RPG
The latest in Namco's popular traditional RPG series casts players as an adventurer who has crash landed on a strange planet.

Twisted Metal Small Brawl
Sony CEA • Fall • Action
Geared towards the younger gamer, *Small Brawl* takes all the familiar gameplay from *Twisted Metal Black*, but lightens the mood a bit.

X-Men: Mutant Academy 2
Activision • Summer • Fighting
The sequel to last year's 3D superhero fighter will feature six new characters and arenas, in addition to a new aerial combat system.

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ACTION

PS2

007: Agent Under Fire
EA • Winter
The PS2's James Bond FPS played fairly well. Although other FPSs looked a little better, fans will surely relish playing in scenes straight out of the movies.

Ace Combat 4 Shattered Skies • Namco • November
The most popular flight sim series on PSOne still rocks the house for PS2. Besides offering better graphics, gameplay will be enhanced with heightened realism.

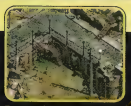
Airblade
Sony CEE • November
Trying to set itself a part from *Tony Hawk*, *Airblade* will feature hoverboards. While performing tricks is important, players will also have to worry about completing missions.

Aliens: Colonial Marines
EA • 2001
Colonial Marines will offer interesting new strategies and squad-based tactics, since your enemy will now be the aliens. As far FPS games go, *CM* is also one of the best-looking.

Armored Core Another Age
Agetec • Feb
The follow-up to one of the best mech games around lacks a few features, but makes up for it with online playability and 100 completely new missions.

Barbarian • Tilus • Winter
Barbarian plays similarly to a fighting game, except that players roam the world looking for fights to pick, instead of villages to pillage. With a semi-deep story, Capcom could learn a lot from *Barbarian*.

Batman Vengeance
UBI Soft • September
Although *Vengeance* still looks very PSOneish, the graphics and action at least accurately capture the Batman atmosphere. Expect to see your favorite heroes and villains.



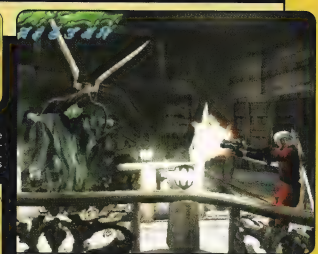
Commandos 2: Men of Courage • Eidos • September
Travel behind enemy lines and destroy the enemy. With a variety of interactive environments (both indoors and outdoors), this title should complement the genre.

Crash Bandicoot: TWOC
Universal • Chrismes
We were highly skeptical of *Crash* before E3, but after playing it, we are glad to report that it looks great, and is a blast to play. *Crash* fans should be happy.

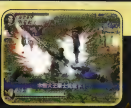
Dark Native Apostle
TBD • TBD
This sci-fi third-person title has five playable characters, each offering a unique attribute. From the looks of the monsters and weaponry, *DNA* is all about intense action.

Dead To Rights
Namco • Summer '02
This intense action game surprised us. The coolest feature is the ability to quickly maneuver your character while tagging numerous enemies – Jon Woo style, baby!

Dragon Wars of M&M
3DO • Fall
The second *Panzer Dragoon*-type game actually requires more strategy rather than fast-paced shooting. *DWWM* will offer a deep story, tons of moves, and decent graphics.



Dropship • Sony CEE • Winter
An intense action game that puts you in the seats of fighter planes, tanks, and armored assault vehicles always seems promising. Saddle up, lock and load, and defend NATO with all you've got!



Dynasty Warriors 3
Koei • Winter
The *DW* series is famous for extreme violence. In the latest edition, players will encounter even more enemies to kill, more playable characters, and new environments.

Getaway • Sony CEE • Winter
In the role of an ex-con out to rescue his kidnapped daughter, players go around a highly detailed, traffic-filled recreation of London, performing shady tasks for the mob. Kinda like Steve's last vacation...

Devil May Cry

Capcom • November

Capcom's biggest game was one of the best at E3, and really drew big crowds. We finally got to see Dante fighting the giant spider, and if this was any indication of things to come, boss battles are gonna rock!

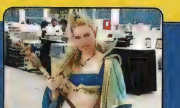
E3: ALL ACCESS

You'll swear you were there!

In between playing all of the new games, we took a ton of photos from the showfloor, press conferences, and various private events. Hopefully, after seeing them all, you'll feel a little like you were there, too. (Or, you'll just become even more resentful and hate us.) On with the slide show!

You couldn't get into either of the main halls without being greeted by Sony and PS2.

At the Sony booth, showgoers could browse the internet on PS2 via Netscape Navigator.



There were plenty of cute girls at the show, but they were paid to be there.

EXO • Infogrames • Summer '02
In this mech combat game, players must try to save New Hong Kong from total destruction. Besides controlling your own mech, players must also instruct allied mechs to help fight for the cause.

Extermination
Sony CEA • July
Drawing on precedents set by *RE*, *Extermination* frightens gamers with mutated bugs and humans. The story line is strong and the action fluid, making it an anticipated title.

Grand Theft Auto 3
Rockstar • October
Fans may be wary of this game going into 3D, but so far it has translated well. New features include drive-bys, new weapons and vehicles, and 80 new missions.

Hidden Invasion
Conspiracy • 2001
This is a brawler that puts you against aliens infiltrating the Earth. It will hopefully fill the voids that *The Bouncer* didn't, with deeper gameplay and environmental interaction.

La Femme Nikita
Infogrames • TBD
The popular film will make its way to PS2 as a 3D third-person action title. Hopefully, it will capture the mood and action of the series, not to mention the looks of the star.

Maelstrom • Virgin • December
It may be another FPS, but it will use the *Unreal Warfare (UT2)* engine. There are decent single-player and co-op modes, but *Maelstrom's* real strength will probably lie in the multiplayer modes.

Half-Life

Sierra • Fall

The best single-player FPS on PC was playable at E3. Although it looks great, offers spectacular gameplay, and even has an online capability, it was only running at 30 FPS. Hope this gets fixed before the release date.

Maximo • Capcom • December
This "spiritual successor" to *Ghouls 'N Ghosts* takes the classic series' gameplay into full 3D. The environments change dynamically as Maximo fights using his upgradeable sword and shield.

Max Payne
Rockstar • December
It might be another gun-slinging action title, but it's like none before. *Max Payne* blends *Matrix*-like effects and camera angles with the intensity of Jon Woo action!

Mobile Suit Gundam: Journey to Jaburo • Bandai • July
This mech shooter looks promising. With 20 mechs and numerous stages, *Gundam* seems to have the gameplay and graphics to bring the anime to interactive life.

Monsters Inc.
Sony CEA • February
Based on Disney's new film, players assume the role of a couple of monsters. When the lights go out, the game begins: players must try to scare unsuspecting children.

Monster Jam: Maximum Destruction • UBI Soft • Winter
MJMD plays like a cross between *Demolition Derby* and *Twisted Metal*, but with monster trucks. It will also offer more play modes, including Freestyle and Arcade.

The Mummy Returns
Universal • October
MR's most unique feature is the ability to play from two opposing perspectives: our hero Rick or the Mummy. This premise should at least provide a unique experience.

No One Lives Forever
Vivendi • 2002
In this Bond-like FPS, you must rescue a kidnapped scientist. The game takes you through various environments packed with unique weapons, like a rocket-launching briefcase.

Ozzy's Black Skies
Iroc Entertainment • 2001
Although Ozzy Osbourne is featured in this game, it's actually quite fun to play. Similar to *Panzer Dragoon*, players fight from atop a Dragon. Will Ozzy be biting heads off bats?

Pac-Man World 2
Namco • Fall
The next in 3D *Pac-Man* games looks quite nice. However, let's hope that this translation into 3D accurately captures the frantic feeling of the classic coin-op.

Pilot Academy
Natsume • August
Players may dismiss *PA* with *Ace Combat 04* on the horizon, but *PA* strives to be the most realistic flight-sims on console, with numerous flying techniques to master.

Sony only set up one kiosk to play *Wipeout Fusion*, and it stayed busy.

If we hadn't left Bill back at the office, we'd have suspected his involvement...

No matter how sore their feet might be, booth girls always smile for the camera.

After the show, Capcom's *Devil May Cry* was at the top of everyone's must-have list.

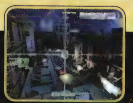
E3 GAME GUIDE 2001

Police 911
Konami • November
In this shooter, you play as a police officer who must stop a crime family. With a special motion sensor add-on (tentatively planned), 911 adds a new sense of realism.

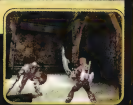
Portal Runner
3DO • Summer
Play as Vikki, the games star, through 25 action-packed levels. Shooting monsters and solving puzzles in a surrealistic world is the focus of the gameplay.

Project Eden • Eidos • Fall
With four playable characters, each with his or her own specialities, such as hacking and fighting, gameplay variety will be this game's strongest point. Which character will you choose?

Rainbow Six: Rogue Spear
UBI Soft • Fall
UBI will make a few changes to this version for a deeper experience: enemy AI and team mechanics will receive enhancements. Hopefully, online play will be incorporated.



Robocop • Titus • Summer '02
It's an old license, but *Robocop* has potential to be a solid FPS. So far, the game looks beautiful and captures the campy feel of the first movie, rather than the cheese of the sequels.



Rune • Take 2 • July
Take a trip to a fantasy setting full of grief, horror, and monsters and you may encounter something like *Rune*. It looks like *Warriors of Might*, but plays much better. Remember, only warriors get into Valhalla.

Run Like Hell

Interplay • September

Running from aliens plays a huge role, but a significant focus has also been placed on action. *RLH* conveys fear through stretches of panic, rather than surprises.

Shadow Man: 2nd Coming
Acclaim • August
You assume the role of Shadow Man, the demon hunter. Players must slash through 7 environments (which flawlessly transition from night to day) to save humanity.

Silent Scope 2 • Konami • Fall
Remaining true to the original, *SS2* features tons of sniping action with entirely new levels. Unfortunately, Konami may not release a sniper peripheral with the game. Remember to squeeze the trigger.

Simpsons: Road Rage
EA • Fall
Players assume the role of a Simpsons character, each with his or her own attributes. Your objective is to taxi people around quickly, as in *Crazy Taxi*.

Smuggler's Run 2
Rockstar • October
SR2 takes the previous game to the next level with enhanced graphics and significantly improved enemy AI. Now the law forms tactical strategies to stop you.

SOCOM • Sony CEA • Winter
Although there's a single-player mode, *SOCOM* focuses on online play. You can play as a Navy Seal with friends or, if you're a complete moral degenerate, as a terrorist against the Navy Seals.

Soldier of Fortune
Majesco • September
Using the Impressive Quake II engine, you play as a mercenary who must thwart the plans of terrorists. *SF* features 26 missions, and a wide array of weapons.

Spider-Man: The Movie
Activision • Summer '02
Although this game will tie into the movie, Activision will remain true to Spidey's comic book roots. Spidey must complete 35 levels and defeat eight classic bosses.

Spy Hunter: The Return
Midway • Fall
So far, this 3D conversion of the classic game looks like a blast: slam motorcycles off the road, blast passing cars, and avoid oil slicks! Sounds like Bill's commute.

Star Trek: Shattered Universe
Interplay • Winter
As a fast-paced shooter, *STS* deviates from other *ST* games. It's most interesting feature allows players to ally themselves with other races and use their technology.

Star Trek Voyager: Elite Force • Majesco • 2001
On PC, *EF* is considered an accurate translation of the show. With tight gameplay, 36 levels of FPS action, and scripted events, *ST* and PS2 fans can rejoice.

Here we see some dude's feebie attempt at mackin' Tecmo's *Dead or Alive* girls...

...And here we see mackin' done right. All the chicks wanna climb Frost Mountain.

PSM's parent company, Imagine, had a pretty fancy booth that stayed super busy.

It's okay, Tecmo, we'll forgive you once *Dead or Alive 3* comes to PS2.

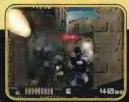
State of Emergency
Rockstar • Fall
State differentiates itself thematically: join a riot, kill some gangs and cops, and loot. Players can also interact with the environment and use various weapons.

Stretch Panic
Conspiracy • September
Weird: stretching parts of the environment and enemies to perform attacks. Even Weirder: the standard enemies are regular women with HUGE breasts!

Stuntman • Infogrames • 2002
Assume the role of a stuntman, and follow your director's orders to perform stunts. If you do it well enough, you'll can create your own movie trailer — cool! So pop the clutch and pass the popcorn!

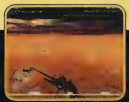
Tenchu 3 • Activision • 2002
Tenchu 3 plays like previous versions. However, *T3* offers a more cinematic look showing the action from multiple camera angles, various weather effects, and new moves and weapon.

Thunderstrike • Eidos • Winter
There have been few successful helicopter games done in 3D, but *Thunderstrike* should wow gamers with its realism. This action title features night vision and realistic missions.



Time Crisis 2 • Namco • Fall
Although it's not new to the series, *TC2* looks and plays better than the arcade version, especially with the new PS2 GunCon. Split screen suffices, but I-Link provides the best experience.

Time Splitters 2 • Eidos • Fall
Improving upon the first game, *TS2* will provide a compelling story mode, brand new challenges, a deeper level editor, and a variety of two-player co-op missions. Did we forget to mention the flesh wounds?



Top Gun: Combat Zone
Titus • November
The competition is tough, but graphically it could topple *AC4*. If the missions offer enough variety, and the control is flawless, we'd have another cool flight-sim on our hands.

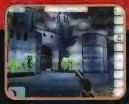
Tribes 2 • Sierra • Winter
This series has one of the biggest online followings ever. There are many modes of play, but this FPS's focus is on coordinated team play, as in Capture the Flag. Even better, it will also feature online play.

Vampire Night • Namco • Fall
Vampire Night (actually a Sega developed game) absolutely looks stunning. Since it's very similar to *House of the Dead*, it's fun to play too. However, this means that it could be just as short.

WDL War Jetz • 300 • June
Like *Thunder Tanks*, the game's focus is on multiplayer mayhem in various cities. However, this time, players take control of a wide variety of jets — some realistic and some fictional. *Possibly a good party game...*

Yanya Caballista Featuring Gawoo • Koei • TBD
It's another skateboarding title, but adds a strange new spin to the genre: players must attack enemies by performing tricks on them. The mini-board is kinda cool, too.

Casper: Spirit Dimensions • TDK • October
Designed with a younger audience in mind, this title lets players control the famous (and friendly) animated ghost in full 3D through four worlds, including an amusement park.



Deus Ex • Eidos • Winter
The critically acclaimed PC first-person action/adventure game heads to PS2 with its conspiracy-rooted plot intact and boasting greatly increased polygon counts. This should warm up your winter.

Disney's Tarzan • Ubi Soft • Fall
One of Disney's more recent animated movies is getting the PS2 treatment, featuring film-like animation and lots of mini-games, including bungee-jumping and surfing. Oh, and plenty of monkeys!

Drakan II • Sony CEA • Fall
Sony's dragon-riding heroine, Rynn, returns to battle enemies in the air and on the ground. Her adventure will carry her through eight environments, with 12 different weapons at her disposal.

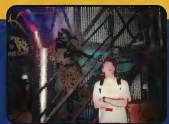
Evil Twin • Ubi Soft • Fall
This dark and spooky adventure platformer stars a little boy named Cyprien who's lost in a parallel universe. He must use his comic book superpowers to unravel puzzles and return home.

Frogger: The Great Quest
Konami • Fall
Unlike the classic arcade game, this game sees the famous frog exploring a fully 3D world in traditional platformer fashion, with lots of puzzle solving.

Glanix: Citizen Kabuto
Interplay • Summer
Two parts platform adventure, one part strategy, this lush-looking game drops players onto an alien world where they must lead one of three warring races to victory.

The day before the show, Sony held a massive pre-E3 press briefing.

Sony announced its online plans there, and offered playable versions of its top games.



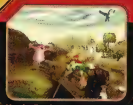
This is what happens when you refuse to leave Konami's booth after hours of *MGS2*.

Doesn't this scene look like it came from a fantasy version of *The Beverly Hillbillies*?

Jak and Daxter: The Precursor Legacy

Sony CEA • Winter

The next big game from *Crash Bandicoot*'s creators is looking hot, with a massive, seamless world packed with loads of adventure objectives and finely tuned platforming elements.



Herdy Gerdy • Eidos • Fall

In a world that looks more like a Disney film than a game, players must herd a wide variety of animals in order to solve puzzles, all while negotiating precision-based platforming elements.

Hype: The Time Quest

Ubi Soft • Fall

If you're a Lego Maniac (or a little on the younger side), this RPG might be up your alley. The graphics might be cutesy, but the challenges promises to be ample for any age group.

Ico • Sony CEA • August

Rescue a princess by leading her by the hand through a massive fortress. Progress-impeding puzzles involve utilizing both characters, and the hero must get by using only a stick and a sword.

Jimmy Neutron: Boy Genius

THQ • Fall

Based on the Nickelodeon movie and cartoon of the same name, this younger-skewed title mixes traditional puzzle and platforming elements with Jimmy's use of gadgets.

Jurassic Park: Survival

Universal • Winter

Players return to the dinosaur-infested Isle and must use their wits and weapons to survive. Using the park's security system to trap bad guys and dinos also plays a part.

Legacy of Kain: Blood Omen 2 • Eidos • Fall

The true sequel to one of PSone's earliest adventure games places emphasis on stealth and Kain's vampire powers (such as levitation) to solve puzzles.

Metal Gear Solid 2: Sons of Liberty • Konami • Fall

The odds-on favorite for PS2 game of the year keeps looking better and better — and that's not easy. It's been confirmed for U.S. release on November 13.

Prisoner of War

Codemasters • Spring 2002

Stage a harrowing escape from a Nazi P.O.W. camp in this unique game, which has players making secret alliances, sneaking through the night, and improvising weapons.

PRYZM Chapter One: The Dark Unicorn • TDK • November

Set in a fantasy world, this game features two main characters (a unicorn and a troll) who are controlled simultaneously by players to defeat enemies.

Resident Evil Code: Veronica X • Capcom • September

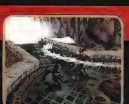
The latest installment in Capcom's *RE* universe is finally coming to PS2, and will include Wesker's Report, a special edition look back at all the games in the series.

Ruhu Tribe • Interplay • Winter

This unique exploration adventure has players directing the actions of tribesmen to fight enemies, overcome obstacles, and keep the rest of their people happy. Who knew rocks and sticks could be this much fun?

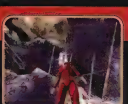
Silent Hill 2 • Konami • Fall

The most disturbing game ever? By a mile. The 3D positional sound and monster designs are downright freaky, plus Konami is using a unique film grain filter to make things look even creepier.



Legacy of Kain: Soul Reaver 2 • Eidos • Fall

This sequel to the PSone adventure expands the series by introducing variations of the *Soul Reaver* blade, which enable star Raziel to use a variety of magic powers.



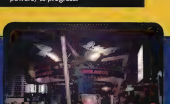
The Lost • Cave • Fall

Survival horror takes another twist as players descend through the nine circles of hell, fighting demons and utilizing one of several different personas (and their associated powers) to progress.

Sony's booth was incredible, with awesome displays and cool lighting.

Sony's PlayStation 2 kiosks stayed packed every hour of the three-day event...

...however, as this picture shows, people weren't exactly lining up to play PSone.



Big third-party games, such as Capcom's *Devil May Cry*, were at Sony's booth, too.

FIGHTING

PS2

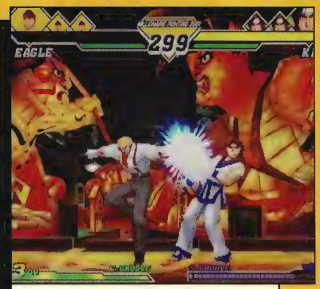
Legends of Wrestling
Acclaim • November
It may not feature The Rock, but you'll find many of the classic '80s wrestlers here. *Legends* could pack surprises, but only if Acclaim designs a new fighting engine.

Soul Calibur 2
Namco • TBD
The first was regarded as one of the best fighters ever, and a PS2 killer. Fortunately, the sequel will come to PS2 with new fighters, levels, moves, and beautiful graphics.

Tekken 4 • Namco • TBD
We still haven't seen *T4* in motion yet, but we've heard rumors that it should offer a fairly fresh fighting experience. We are counting on Namco to take the series into full 3D, finally.

Virtua Fighter 4 • Sega • Fall
Although it was absent at E3, the stuff we've seen so far is stunning. Featuring new characters, moves, and active backgrounds, plus enhanced graphics over the arcade, *VF4* on PS2 will rock!

WWF Smackdown! Just Bring It
THQ • Fall
THQ will make a few improvements, especially in terms of story lines, making for a more compelling experience. Detailed character and arena models enhance the game's realism.



Capcom VS. SNK 2

Capcom • September

It's another *SFII* game, but it's perhaps Capcom's most impressive 2D fighter in a while. With a total of 44 characters, including some from *Samurai Showdown*, fans have a lot to get excited about.

Gitaroo-Man

Koei • Summer 2002

Like *UmJammer Lammy*, this wacky game's star plays a guitar, but the gameplay isn't just about hitting buttons to the beat — players will actually have to hold notes and dodge attacks.

OTHER

PS2

eJay Club World
eJay • Winter
Similar to Codemaster's *MTV Music Generator 2*, this program will enable PS2 owners to create and save their own club music.

Frequency
Sony CEA • November
Featuring music by artists such as Crystal Method, this puzzle-style game lets players remix songs by adding instruments to the beats.

Jimmy White's Cueball
TBA • TBA
The latest billiards game to hit PS2 sets itself apart from the pack by sporting a variety of surreal fantasy locations, including Aztec ruins, in which to challenge friends.

Monster Rancher 2
Tecmo • September
Sporting graphics straight out of the cartoon, Tecmo's latest monster battler will let players create their own monsters from CDs and DVDs and put their face in the game.

Rayman M
Ubi Soft • November
The popular platforming series becomes a party game. Rather than a board game, it'll actually play a lot more like a platformer, with racing and shooting contests.

***Kinetica* was one of Sony's surprise games, and at first glance, it looked pretty cool.**

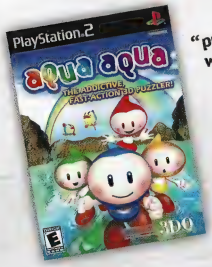
Even though it may be old news by now, *Gran Turismo 3* still packed 'em in.

Naughty Dog's hot new *Jak and Daxter* was prominently featured at Sony's booth...

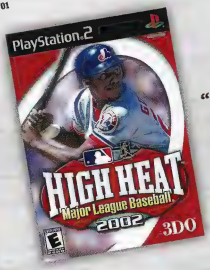
...with cool displays like this. All of a sudden, we wanna be elves...

Finally, 10 REASONS to Buy a NEW CONSOLE

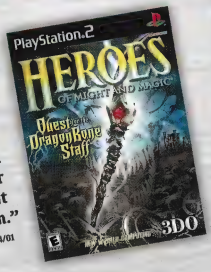
"...among the best of the first-year PS2 titles."
– Game Informer, 01/01



"puzzle gamer's wet dream."
– Dailyradar.com, 1/01



"It's the best game of baseball on any next-gen system."
– Daily Radar, 3/01



"A classic fantasy-based... strategy game... for the PlayStation®2 computer entertainment system."
– Gamepro, 4/01

"...WDL: WarJetz packs the potential to outclass other games in the genre..."
– Ign ps2.com, 3/01

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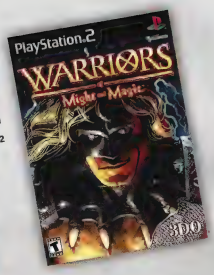
"...fast, good looking, deep and fun"
– PS2, 3/01

Awarded PSE2 Editor's Choice Gold Award
– PSE2



"...the game's multiplayer play value is almost without limit."
– PS2.ign.com, 12/00

"...the best Army Men® game yet..."
– IgnPS2.com, 11/00

"...this one is now at the top of my list..."
– PSE2, 1/01

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RACING

PS2

18 Wheeler American Pro Trucker • Acclaim • August
Originally released on the Dreamcast, this Sega arcade hit puts you behind the wheel of a 60-foot semi, as you race to deliver cargo to various exotic locations.

Arctic Thunder • *Midway* • Fall
Following in the footsteps of the very popular title, *Hydro Thunder*, Midway's latest racer drops you into the seat of a high-tech snowmobile. High speeds and crazy jumps are the main course in this game.

Downforce • TBA • Fall
Downforce features tons of futuristic cars, wide tracks and plenty of shortcuts. Players will be able to achieve breath-taking speeds through a large number of highly-detailed courses.

Extreme G3 • Acclaim • Fall
This futuristic racer has the greatest sense of speed. With track designs taken straight out of *Wipeout* and cool vehicles to drive, this title is going to really appeal to the speed demon in you.

F1 2001 • EA Sports • Fall
The emphasis in this year's F1 title is emotion. Keep messing with one of your opponents and they are going to come back to run you off the track. Look for an improved season mode, too.

Gallop Racer 2001
Tecmo • Fall
It hasn't taken off here as it has in Japan, but horse racing still has its fans. For the first time, you'll be able to actually bet and lose it all or reap the rewards.

H2Overdrive
Crave • November
Taking a page out of the *Hydro Thunder* development manual, Crave's water-based racer will showcase some great-looking water and tons upon tons of shortcuts.

Kinetica • Sony CEA • Fall
The makers of *Twisted Metal Black* take on futuristic racing in *Kinetica*. Race up and down buildings, at speeds so fast that gravity has little or no effect. This game is crazy fast. Put the pedal to the metal...

Le Mans 24 Hours • Infogrames • Summer
The world famous racing event speeds onto the PS2 with improved graphics, motion-captured pit crews, real-time lighting and several new car settings.

Lotus Challenge • TBA • Fall
Fans of Lotus cars can rejoice now that *Lotus Challenge* is coming to the PS2. It includes virtually every major Lotus car and several well-designed and long courses. Now you can race like the rich...

Nascar 2001
EA Sports • November
As with *Formula1*, this latest Nascar sequel will feature improved AI for the computer controlled vehicles and enhanced graphics. Tiburon (of *Madden* fame) is developing it.

Sled Slam 2 • EA Sports • Winter
The best PSone snowmobile title is hitting the PS2 in a big way. Courses are more detailed, shortcuts are better designed and the other racers are certainly more aggressive.

SRC • Infogrames • Fall
The best way to describe this game is to say it's like *Ridge Racer V* but with traffic. You'll race through crowded freeways and one-way streets, trying to beat the competition. Insurance paid up?

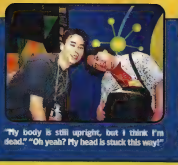
Star Wars Racer Revenge
LucasArts • 2002
Similar to the *Episode I* pod racing games, this title has you flying through the *Star Wars* universe at breakneck speeds. Rainbow Studios is helming this race.

Supercar Street Challenge
Activision • Fall
Experience the thrill of racing a large selection of exotic cars in foreign locales. Activision is hoping to make this game extremely easy to pick-up, but hard to put down.

SSX Tricky

EA Sports • Winter

While not a true sequel, *Tricky* takes all the elements that made the first game so great and turns them up a notch. The familiar courses have all been redesigned and tricks play a bigger role.



"My body is still upright, but I think I'm dead." "Oh yeah? My head is stuck this way!"

"We come to your planet to wear hot rubber suits, and be gawked at by gamer boys."

Once again, Konami's booth was a major attraction thanks to a new *MGS2* trailer.

"We drove here all the way from Goodball Town, with just one pit-stop in Dorksville!"

Test Drive • Infogrames • Fall
The arcade-style racing experience returns in Infogrames' latest. *Test Drive* sequel. Popular cities will make their appearances and the variety of available cars should be quite extensive.

Test Drive: Off-Road Wide Open • Infogrames • August
Take the racing off the streets and into environments you haven't dreamed of. The tracks are completely open, so you'll need to find your own shortcuts.

Wave Rally • Eidos • Fall
As close to Nintendo's *Wave Race* as you can get, *Wave Rally* captures a familiar kind of feel and showcases the same type of high-quality water effects. This could very well be a sleeper hit.

Wipeout Fusion
Sony CEE • Fall
After several delays, the latest *WipEout* has finally shown up. Expect plenty of twisty and crazy track designs, along with some brand new weapons.

World Rally Championship
Sony CEE • Fall
Quite possibly the most beautiful rally game ever, *WRC* will blow you away with its highly realistic textures and complex physics system. Colin McRae, eat your heart out.

RPG

PS2

Baldur's Gate: Dark Alliance
Interplay • Fall
While based on the ultra-popular PC RPG series, *Baldur's Gate, Dark Alliance* focuses more on action. It has some of the best lighting and water effects on the PS2.

Dungeon RPG • Altus • Fall
Released in Japan under the *Wizardry* name, this title plays from a first-person perspective. Expect the standard dungeon crawling-style gameplay, but with a large variety of monsters.

Ephemeral Fantasia
Konami • July
A musical RPG with a twist: you can use the *Guitar Freaks* controller during the battle sequences. The game also has a hilarious storyline and some very lovable characters.

Forever Kingdom
Agetec • Fall
This game dramatically changes the direction of the *Evergrace* series. It actually feels more like a traditional RPG. You have a party, but the battles are still in real time.

Final Fantasy X

Square • Spring 2002

The first *FF* title to grace the PS2 is looking simply amazing. The combat system has been slightly redesigned and voiceovers have now been added into the mix. Definitely one of E3's top titles.

Grandia II • Ubi Soft • Fall
First seen on the Dreamcast, PS2 owners will now get their chance to play through this epic adventure. Amazing visuals and a compelling storyline should make this RPG a must-have.

Harvest Moon
Natsume • Winter
More of a agricultural simulator than anything else, *Harvest Moon* drops you into the shoes of a farmer. You'll have to balance your resources in order to bring in a good crop.

Jade Cocoon 2 • Ubi Soft • Fall
The sequel to one of the better, but less known, PSone RPGs is coming to the PS2 with larger and more detailed environments, a refined fighting system and lots more enemies.

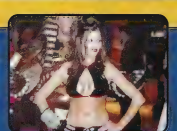
Kingdom Hearts
Square • Fall 2002
This collaboration between Disney and Square will feature some classic characters, such as Donald Duck and Goofy. The overall tone of the game is quite serious, though.

Legend of Alon D'ar • Ubi Soft
Formerly known as *Eternal Blade*, Ubi Soft's action RPG takes several elements from many other titles. Battles are handled in real time and there's a lot more exploration required.

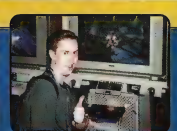
Okage: Shadow King
Sony CEA • Fall
You can tell the developers worked really hard at creating very unique characters. You play Ari, a young boy whose shadow has been possessed by an evil spirit.

Tokoya shows off his "bad-ass" *Unreal Tournament* temporary tattoo.

Chris and Randy got to meet WWF Superstar Kurt Angle at a THQ event.



No matter how good a game might look, there will always be other sights that beat it.



Here Randy poses with his new adopted son, Maximo. He loved the game *that* much.

SPORTS

PS2

Bass Strike • THQ • Fall
PS2's first fishing game will feature seven locations modeled after real world spots and more than 120 lures. Tournament and arcade play types are also planned, plus a special challenge mode.

Dave Mirra's Freestyle BMX 2 • Acclaim • Fall
In addition to its enhanced graphics, this sequel will also boast an expanded lineup of more than 10 multi-player games and a very comprehensive course editor.

ESPN International Winter Sports 2002 • Konami • Summer
Following in the footsteps of Konami's *Track & Field* titles, this game will feature 10 cold-weather sports, including skiing, snowboarding, bobsled, and figure skating.

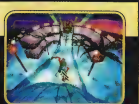
ESPN NBA 2Night 2002 • Konami • Fall
Reworked from last season's release, Konami's latest hoops game promises greatly enhanced graphics plus AI strategies and play calling by *76ers* point guard Eric Snow.

ESPN NFL Primetime 2002 • Konami • Fall
Delayed from last fall, Konami's first stab at PS2 football is still coming along. In addition to a full general manager mode, a create-a-playbook feature is also in the cards.

ESPN National Hockey Night 2002 • Konami • Fall
Gang up against EA's next pro hockey offering, the next ESPN offering promises not only a significant step-up in terms of graphics, but also its play-by-play commentary.

FIFA 2002 • EA Sports • Fall
In addition to the anticipated pumped-up visuals, the next *FIFA* is expected to benefit greatly from EA Sports' new focus on more natural and competitive opponent AI in its games.

Jeremy McGrath's Supercross World • Acclaim • Fall
The first Jeremy McGrath endorsed supercross title on PS2 will feature 25 indoor and outdoor courses, in addition to *SSX*-style performance boosts for pulling off stunts.



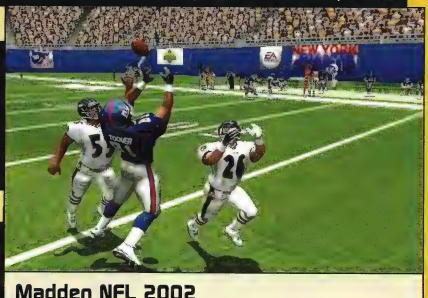
Jonny Moseley's Mad Trix • 3DO • Fall
Looking a lot like *SSX* on skis, this arcade-style racing title will let players compete as the real-world star himself or a number of original characters in fantasy locations.

Mat Hoffman's Pro BMX 2
Activision • Winter
Fans of the first game can expect better physics and new environment-changing puzzles when Activision's newest extreme sports series arrives on PS2.

NBA Street
EA Sports Big • Summer
Combining combo moves and colorful locales, this street hoops game promises to be the *SSX* of the basketball world. Players can create their own team from the ground up.

NCAA Football 2002
EA Sports • Summer
Building on *Madden NFL 2001*, PS2's first college football game is almost here, and players will again be able to save seniors and import them into Madden 2002's franchise mode.

NFL Quarterback Club 2002
Acclaim • Fall
Unlockable NFL greats will make an appearance in this game, which also marks the return of the Quarterback Challenge mode to the long-running series.



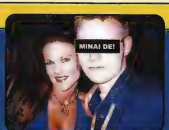
Madden NFL 2002

EA Sports • August

More realistic player models, animation, and sideline atmosphere lead the list of improvements for this year's *Madden*. Making the CPU players act more naturally is also a top priority for the Tiburon crew. Can you imagine this series getting *better*?

Sega showed some cool stuff in its booth. If you could get in. It was walled off!

Here's a rare shot of Capcom Vs. SNK II when Tokoya wasn't hogging it.



After meeting Lita, Tokoya is now an honorary member of "Team Extreme".

Now THIS is a picture to treasure forever — Tokoya meets legend Shigeru Miyamoto.

Tony Hawk's Pro Skater 3

Activision • Fall

Boasting a massive visual leap over the PSone games, the latest in Activision's top skateboarding series will also features bigger levels, more elaborate environment puzzles, new types of challenges, and even online play! *Got... to... play... now!!!*

NHL Hitz 2002
Midway • Fall
Keeping with its NFL Blitz series of football games, Midway's first arcade-style hockey title on consoles will feature special moves and over-the-top visuals effects.

Salt Lake 2002
Eidos • November
Four players can compete in six events from the 2002 Olympic Winter Games, including two-man bobsled, snowboard parallel giant slalom, and freestyle aerials.

This Is Soccer 2002
Sony CEE • TBA
Sony CEAs still not decided on bringing this title stateside yet, but it promises to have incredibly realistic graphics and feature all of the major European soccer clubs.

Triple Play 2002
EA Sports • Spring 2002
EA hasn't revealed much on its next baseball title, but from the looks of things its players and stadiums will be more life-like this time around. We hope it's a bit deeper, too.

STRATEGY

PS2

Age of Empires II
Konami • Fall
One of the best PC strategy titles of all time is finally making its way onto the PlayStation 2. There might even be a chance that it will have online support!

Conflict Zone • Ubi Soft • Fall
Similar to Sierra's *Ground Control*, this game takes the traditional RTS and throws it into the 3D world. Players control units of various tanks and troops in order to complete missions.

Kessen II
EA/Koei • November
Fantasy plays a bigger role in *Kessen II* than it did the first game. You'll actually be able to use spells along with the more traditional weapons of war.

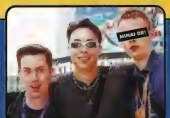
Legion: The Legend of Excalibur • Midway • Fall
Immerse yourself in the world of the Knights of the Round Table, as you try to complete 14 missions. Learn magic and find over 100 items on your quest.

MS Gundam: Zeonic Front
Bandai • Fall
Take control of your favorite *Gundam* mechs. Carefully balancing your resources and choosing the right pilots will determine if you find victory or not.

Pirates of Skull Cove

EA Games • Fall

A mixture of action and strategy elements, *Pirates of Skull Cove* drops you into the ancient age of swashbuckling adventures and combat on the high seas. Grab your eyepatch and get to swabbin' those decks, har!



Right after this picture was taken, reel room was obliterated by TIE fighters.

Who owned E3? Well, the building at least belonged to Sony's *Jak and Daxter*.

By the last day, only Randy's shell remained. Where his soul went, no one knows...

Well, the show's over and it's time to shuttle to the airport. See you at next year's E3!

NCAA

PlayStation.2

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PlayStation.2

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A CITY ON THE BRINK OF DISASTER

- Perform daring roof top rescues, fighting towering infernos while battling unexpected updrafts and massive explosions.
- Fly at high speed through a maze of buildings, hi-tension electrical wires and other deadly obstacles as you assist the police in the capture of high speed felons on the run.

WWW.TAKE2GAMES.COM/CITYCRISIS

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SYSCOM ENTERTAINMENT

TAKE-TWO interactive

PREVIEWS

Your first look at the hottest new games

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Metal Gear Solid 2

Locked, loaded and ready to rock! pg. 62!

HOT GAMES

Don't waste a second; turn on over to these big games NOW!

66 ▶ Stuntman

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76 ▶ Jurassic Park: Survival

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
KONAMI	KOJI MIDE	FALL 2001	ACTION/ADVENTURE	1	MATURE

PS2 PERCENT COMPLETE ??%

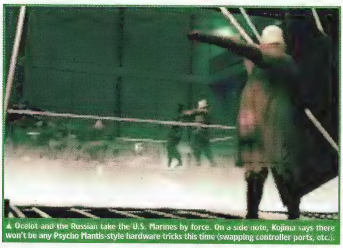
BEST OF SHOW E3 PSM TOP FIVE

▲ The Ninja is BACK! His appearance was the biggest "Hell yeah!" moment of the new *MGS2* trailer shown at E3. When Snake asks who he is, he says "I am like you... I have no name".

▲ This fearsome new foe resembles a vampire, and seems to like blood. He takes down a hallway full of soldiers at blinding speed, and makes a mess.

METAL GEAR SOLID 2

Game Director Hideo Kojima reveals juicy new info at E3!



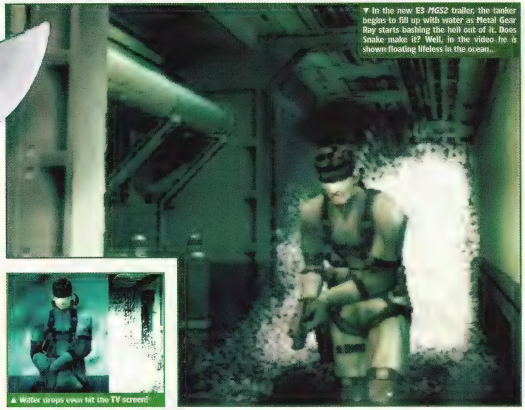
▲ Ocelot and the Russian take the U.S. Marines by force. On a side note, Kojima says there won't be any Psycho Mantis-style hardware tricks this time (swapping controller ports, etc.).

Metal Gear fans, grab on to something — you're about to be blown away. Again. At the recent E3 videogame expo, yours truly sat down with one of the world's top game designers, Konami's Hideo Kojima, as he prepares to bear down and finish *MGS2*. Kojima let loose some cool new details, such as...

Solidus, the third clone of Big Boss (Snake and Liquid were the others), is definitely in the game, and as it was hinted at in *MGS*, he's the President of the United States! Other new characters include a vampire-looking boss who seems to have a thing for blood, and a woman named Fortune, who is incredibly lucky on the battlefield — so lucky that she can't be hit by a bullet.

And get this: Ocelot grafted Liquid's arm onto his body! Guess that explains his new hand, huh? And whenever Solid Snake comes close to Ocelot, Liquid's personality takes over.

Finally, Kojima confirmed that this will most likely be his last *Metal Gear* as a Director, but don't worry — he plans to stay on as Producer on future titles. For his next project, he says he has an idea, with the keywords "Parent and Child". If you play as a parent, you'll understand what it's like to be a child, and vice-versa. Uh, *okay*... if it's from Kojima, we're all for it! ▶ **Chris Slate**



▼ In the new E3 *MGS2* trailer, the tanker begins to fill up with water as Metal Gear Ray starts bashing the hell out of it. Does Snake make it? Well, in the video he is shown floating lifeless in the ocean...

▲ Water drops even hit the TV screen!

FORTUNE

This sad new boss is so lucky on the battlefield that she can't be hit by bullets. However, she's so *unlucky* in her personal life that she longs to die.

▲ Fortune doesn't have any real combat skills, but she can't be hit by bullets, and carries an incredibly large railgun.

▲ In her fight with Snake, Fortune blasts everything in the environment – the ceiling, crates, walls, lights, a forklift...

▲ So, if you can't hit her with bullets, how in the world do you beat her? Raiden won't say, but it's sure to be a clever trick.

THE GOOD GUYS

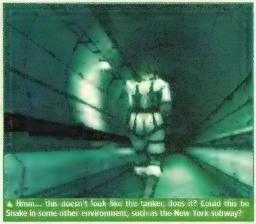
When Revolver Ocelot and his crew storm the ship, they take no prisoners. And when they find the elite team that's being assembled to stop them, the battle is over before it begins.

▲ When Revolver Ocelot first barges in, all of the marines turn and aim their rifles at him. Unfortunately, they don't see Ocelot's partner, the Russian Colonel, who comes up behind them and puts a gun to the team leader's head. Ocelot wins without a bullet fired.

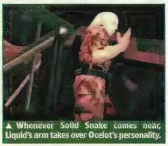
▲ This is the team leader that's addressing the team when Ocelot rudely barges in and interrupts. Is there any hope for our boys?

▲ These advanced guards are looking like they mean serious business. Yikes!

▲ Here's Metal Gear Ray, before it goes all haywire and destroys the ship. It's meant to destroy all of the other counterfeit Metal Gears.



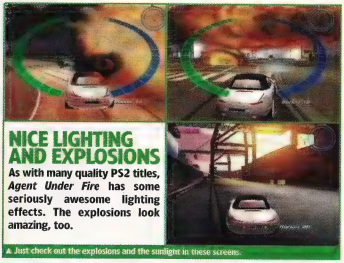
▲ Hmm... this doesn't look like the tanker, does it? Could this be Snake in some other environment, such as the New York subway?



▲ Whenever Solid Snake comes near, Liquid's arm takes over Ocelot's personality.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ELECTRONIC ARTS	EA/EA CANADA	WINTER	ACTION/DRIVING	1-4	TEEN

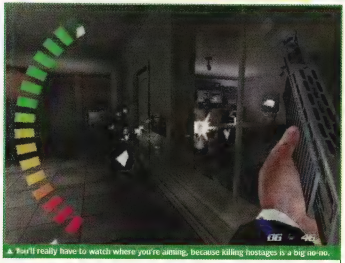
PS2 PERCENT COMPLETE 50%



NICE LIGHTING AND EXPLOSIONS

As with many quality PS2 titles, *Agent Under Fire* has some seriously awesome lighting effects. The explosions look amazing, too.

▲ Just check out the explosions and the sunlight in these screens.



▲ You'll really have to watch where you're aiming, because killing hostages is a big no-no.

007: AGENT UNDER FIRE

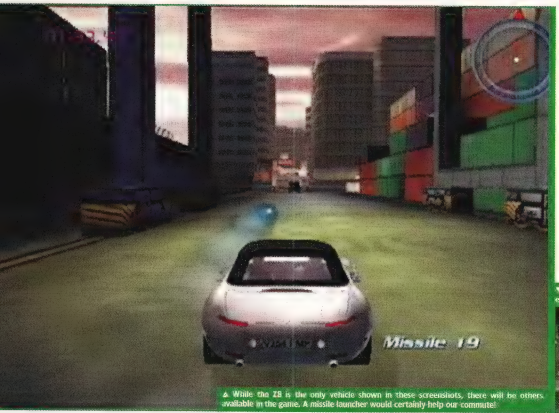
An updated look at the world's most popular secret agent

One of the major highlights at this year's Electronic Arts E3 booth would have to be the updated demonstration of the company's new first person action title, James Bond 007 in *Agent Under Fire*. Half of the consoles were playing a tweaked version of the original level that we first showcased last issue. However, the second half revealed a sneak look at one of the major driving missions that will be in the game.

Developed by EA Canada, which is responsible for the popular *Need For Speed* series, the driving sequence had you racing a BMW Z8 through a large environment, while avoiding vehicles and causing as much damage as possible. There was also a period when the car automatically steered itself, and you had to pop out of the sunroof and fire at enemies from that perspective. In a lot of ways, it was like a rail shooter. Unfortunately, after only a few minutes, it was over.

Sadly, despite extended periods of begging, I still wasn't able to get any more info from the EA PR team. In fact, the only thing they could tell me about the mission structure was that the driving sequences would "definitely involve more than just racing around and blowing stuff up". It looks like we'll have to wait a few more months before concrete details are actually revealed. In the mean time, feel free to check out these brand new screen captures hot off of the PS2 development kits. We've even thrown in a couple of shots from the first-person mission for good measure. Enjoy!

▶ **Stephen Frost**



▲ While the Z8 is the only vehicle shown in these screenshots, there will be others available in the game. A missile launcher would certainly help our commute!

the BUZZ

Looking at it so far, *Agent Under Fire* could very well end up being the best first-person title this year.

▼ When you enter the kitchen, a huge gunfight erupts and bullets start flying everywhere.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY CEA	SONY CEE	WINTER	RACING	1-2	PENDING

PS2 PERCENT COMPLETE 50%

WIPEOUT FUSION

PS2's fastest racer is still on its way

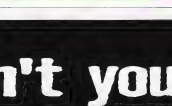
The first thing that struck us about this game at E3 was its speed – it's easily one of the fastest racers we've ever laid eyes on. Even with several "cars" on-screen, it never dipped below 60fps and, combined with its courses' corkscrews and loop-the-loops, made for a very harrowing experience. Particular attention is being paid to fine-tuning the hover-craft-like vehicle handling, and so far it controls like a dream.

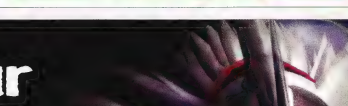
The series is also getting a considerable leg-up visually, and this demo showcased a few really cool special effects. One that really caught our attention was particle-based sand that gets blown up as racers speed through the desert portion of one track. It almost made us start coughing! Other touches, such as racers putting on their helmets and lowering their canopies, really helps the atmosphere.

Wipeout Fusion is due out in Europe this fall, and although Sony hasn't said when to expected it stateside, we can only hope it'll be soon. Expect more on the game as we get it.

▶ **Randy Nelson**

▲ The finished version of the game will feature around 45 race circuits in total.


▲ Cool effects put PS2 through its paces.

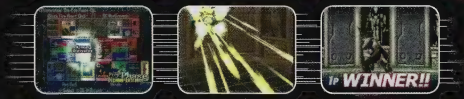

▲ The tracks have lush course-side details and lots of harrowing twists.

the BUZZ

Though it's been delayed for a while, the first *Wipeout* on PS2 looks to have been well worth the wait so far.

This ain't your little brother's card game.

Features exciting 3D Polygon Battle Sequences!



DIGIMON DIGITAL CARD BATTLE

PlayStation

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BANDAI

TEEN T CONTENT RATED BY ESRB

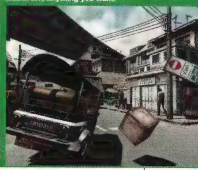
COMIC MISCHIEF

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2 PERCENT COMPLETE	20%
INFOGRAMES	REFLECTIONS INT.	SPRING 2002	DRIVING	1	EVERYONE		

▲ One of the movies takes place in Thailand, and you're required to race around in one of these motorized pedicabs. You might not only win, but you could also collect tips!

▲ This looks like a chase sequence from the James Bond-type film. It looks straight out of *The Spy Who Loved Me*.

▼ Virtually everything in the environments are destructible, so feel free to smash into anything you want.



STUNTMAN

Brand-new screens of THE game!

If there's one company that's constantly brought innovation to the driving genre, it would have to be Reflections, and with *Stuntman*, it looks like they're going to be continuing in that tradition.

Quite different than any past vehicle-based title, *Stuntman* lets you assume the role of a Hollywood stuntman. Following the guidelines set by the director, you'll have to perform a variety of dramatic stunts in different cars. At the beginning, the movies are quite low-budget and you're only required to pull off simplistic objectives; however, as your skills improve and the budgets start to rise, you'll truly be put to the test with extreme barrel rolls and T-bone smashes. By the end of the game, you'll be performing stunts that would put most action movies to shame.

After you've successfully completed all of the stunts for a particular movie, the game takes all of the footage and combines it into a cinematic movie trailer. You'll get all the dramatic camera angles, music and flash that you would expect. You can save your trailer to a memory card and show it off to your friends! How awesome is that?

Unfortunately, the release of *Stuntman* is still a ways off, so you won't be seeing it this year. However, knowing Reflections' track record, you can bet it's going to make a major impact in 2002.

▶ Stephen Frost

▲ As with most action films, you can expect the cops to show up at some time.

the BUZZ

Look, it's from the makers of *Destruction Derby* and *Driver* and it's coming to PS2. Enough said, OK?

GETTING SOME SERIOUS AIR

The best part of this game is when you hit that jump just right and get some major distance through the air.

▼▲ These cabs can't go that fast, so it's impressive how high you can jump them.

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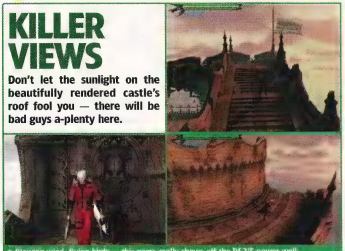
PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
CAPCOM	CAPCOM	FALL	ACTION/ADVENTURE	1	PENDING

PS2 PERCENT COMPLETE 60%

▲ Dante was sporting a cool new flowing trenchcoat in the E3 version we played.

KILLER VIEWS

Don't let the sunlight on the beautifully rendered castle's roof fool you — there will be bad guys a-plenty here.



▲ Blowing wind, flying birds — this game really shows off the PS2's power well.

DEVIL MAY CRY

Capcom makes some changes to its gothic adventure

Like its lead character, Dante, who can transform into a demon, *Devil May Cry* itself has transformed from a linear hack-'n'-slash adventure to a mission-based game almost overnight. Now, instead of earning red orbs from enemies (which were used to open certain doors), Dante will gain experience points based on the flair with which he dispatches the bad guys. These points can, in turn, be used to purchase items and new skills between missions, such as the ability to throw fiery punches and kicks.

Boss battles were implemented for the first time in the E3 version of *Devil May Cry* we played, and they're set to be as over-the-top as the rest of the game. In particular, we fought the giant spider boss featured in our last preview, as it crawled and crashed its way through the columns of a cathedral setting. All of Dante's evasive moves were put to the test, maneuvering in full 3D against the beast's searing plasma blasts and lightning-fast lunges.

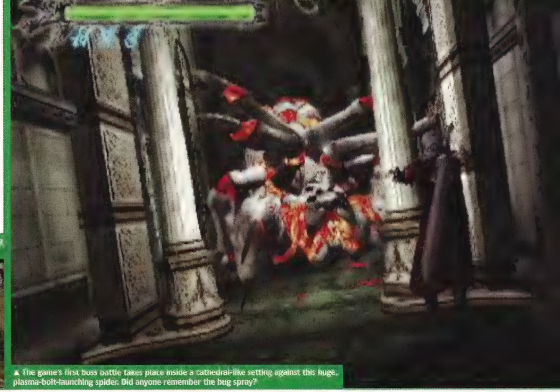
Capcom also unveiled a new trailer for the game at the show, featuring some gorgeous new outdoor areas, a giant owl boss, and a hint at an "evil twin" of Dante's to contend with — proving that there's still a lot about this hot-looking game to be revealed.

▶ **Randy Nelson**

the BUZZ

We've yet to see the changes made to *Devil May Cry* in the flesh, but they're sure to help give the game more structure.

▼ Here's Dante doin' what he does best — frying bad guys from above in his demon form.



▲ The game's first boss battle takes place inside a cathedral-like setting against this huge, plasma-bolt-launching spider. Did anyone remember the bug spray?

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SQUARE	SQUARE	SPRING 2002	RPG	1	TEEN

PS2 PERCENT COMPLETE 70%

CHECK OUT THE HAIR

Seymour is the newest addition to *FFX*'s cast. This 28 year old half-human, half "aian" is destined to be the leader of his race.

▲ He looks a little sinister, but his real intentions are yet to be revealed.

▲ This giant brute really shows off PS2's polygon pushing prowess ...he's not CG!

FINAL FANTASY X

The latest look at Square's gorgeous new RPG

Square's latest *Final Fantasy* was a real show-stopper at this year's E3, and even though it was running on more than a dozen kiosks, the lines to play were still beyond belief. As expected, the game's visuals continue to astound, easily eclipsing most of what was shown at the expo. While its gameplay isn't exactly ground-breaking, *FFX* is set to be a solid adventure.

Following the show, Square released new info on the game's cast, specifically a character named Seymour. Sharing some physical similarities to the summoned creature, Shiva from *FFVIII*, he is set to wed Yuna. Exactly how Tidus, the game's hero, will figure into things remain to be seen, but it's sure to be interesting.

▶ **Randy Nelson**

the BUZZ

***FFX* is gorgeous, grand, and has all the signs of being the biggest and best *Final Fantasy* yet, if it all comes together well.**

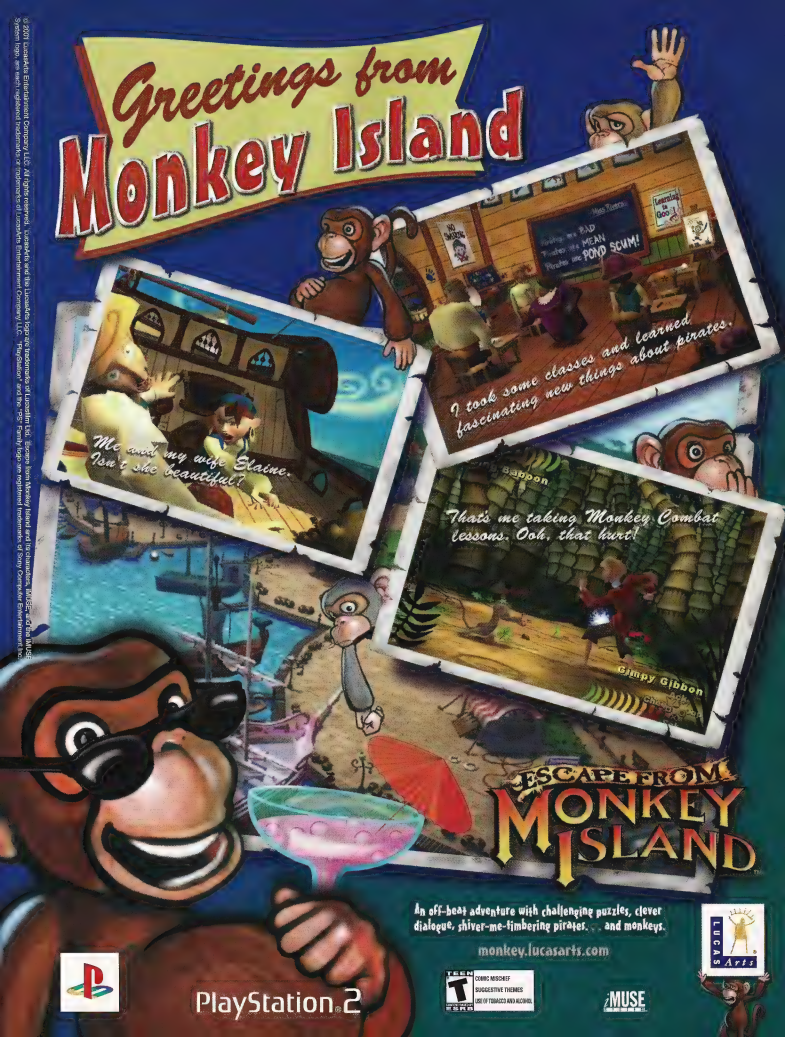
▼ Even the game's lesser enemies are meticulously designed and look stunning.

▼ This lush forest setting is one of the newest environments to be revealed.

▼ Tidus actually fights this massive, nasty-looking boss creature underwater.

▼ Shiva has been redesigned for *FFX* and shows off the new art style employed in the game.

Greetings from Monkey Island


I took some classes and learned fascinating new things about pirates.
Me and my wife Elaine. Isn't she beautiful?
That's me taking Monkey Combat lessons. Ooh, that hurt!
Gimpy Gibbon
ESCAPE FROM MONKEY ISLAND

An off-beat adventure with challenging puzzles, clever dialogue, shiver-me-timbering pirates. . . and monkeys.

monkey.lucasarts.com

PlayStation 2

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2	PERCENT COMPLETE	70%
ROCKSTAR	DMA DESIGN	SEPTEMBER	ACTION/DRIVING	1	TEEN			

GRAND THEFT AUTO 3

The latest GTA sequel is looking violent and sweet

To say that *Grand Theft Auto 3* is coming along nicely would be a bit of an understatement. The game looks great and is already a blast to play. Unlike in the past two titles, you'll finally be able to explore a true 3D city with traffic, cops and a great arsenal of available weapons.

Now that the mission structure is far less linear, you'll be able to choose your own destiny. You can even just continue doing small jobs for a few days without progressing the story much. When you really want to continue the experience, just volunteer for one of the more major missions.

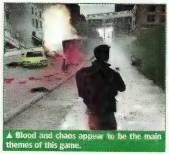
the BUZZ

Who doesn't want to be able to run around the city, stealing cars and pulling off major crimes? Well, *GTA3* lets you do all that.

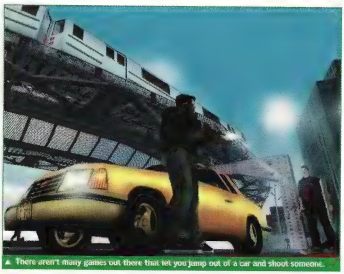
While there are going to be a ton of PS2 titles released this Fall, *GTA3* looks to have plenty enough uniqueness and innovation to separate it from most anything else. Frankly, there aren't any other titles like it out there. Even if there were, I have a feeling that they couldn't even begin to compete.

▶ **Stephen Frost**

▲ Even the FBI can't do much when you're running around with a rocket launcher.



▲ Blood and chaos appear to be the main themes of this game.



▲ There aren't many games out there that let you jump out of a car and shoot someone.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2	PERCENT COMPLETE	60%
SONY CEA	ZIPPER INTERACTIVE	NOVEMBER	ACTION/STRATEGY	16+ VIA INTERNET	TEEN			

▲ Muzzle flashes can betray your location.

SOCOM: U.S. NAVY SEALS

Take out terrorists in Sony's first major online title

It's taken a bit of time, but Sony has finally revealed some of its long awaited online plans. Debuting this November, the online adapter will accompany at least five internet-ready titles, one of which will be *SOCOM*. Developed by up and coming Zipper Interactive, *SOCOM* laces you into the boots of a Navy SEALS team commander who has to lead a team of specialists over 17 missions.

Using an optional headset, you'll be able to direct your team members, using simplistic voice commands, and make adjustments to their behaviors on-the-fly. This is a rather useful feature because it allows you to keep your fingers on the trigger and your eyes open for any passing terrorists.

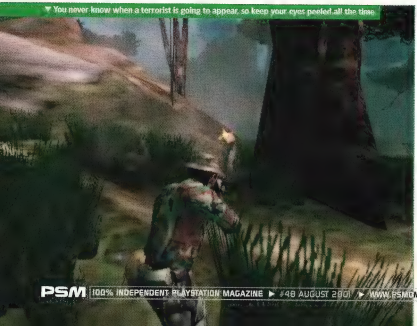
Another interesting feature of *SOCOM* is that you'll be able to play online against at least 15 other people! Just imagine the mayhem that might possibly ensue! Now, that's what gaming is supposed to be like.

▶ **Stephen Frost**

the BUZZ

Everyone loves the classic battles between SEALS and terrorists. Now, you get to reenact them against your buddies online.

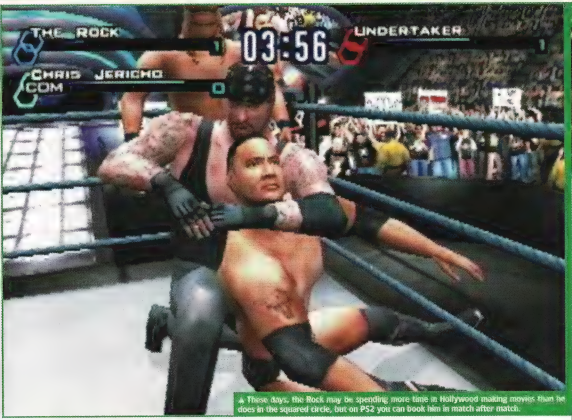
▼ You never know when a terrorist is going to appear, so keep your eyes peeled all the time.



▲ Using the natural foliage as cover is a great strategy and makes you hard to spot.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
THQ	YUKE'S	FALL 2001	WRESTLING	1-4	TEEN

PS2 PERCENT COMPLETE 77%



▲ These days, the Rock may be spending more time in Hollywood making movies than he does in the squared circle, but on PS2 you can book him in match after match.

▼ "Damn Undertaker, how many donuts did you eat? The Rock can't lift your *American Fatass!*"

WWF SMACKDOWN 3

The WWF Superstars look oh-so-good on PS2

The full title of this game is actually *WWF Smackdown: Just Bring It*, but that's just too damn long to write up above. Like its title, this year's *Smackdown* is bigger in almost every conceivable way, and looks to really take advantage of the PlayStation 2 hardware. First off, the game features — get this — more than 60 different matches, including six-man tag matches, Lumberjack matches, and Royal Rumble matches with up to nine superstars in the ring at once. And, last but not least... TABLES, LADDERS AND CHAIRS matches!

In addition to the features you've come to expect from this series, Tazz and that jabroni Michael Cole now call the action at ringside, there's an enhanced storyline, and the game moves at a very smooth 60 frames per second. The Create-A-Superstar mode is promised to be much more robust now, building on last year's "build a stable" and "create a taunt" options.

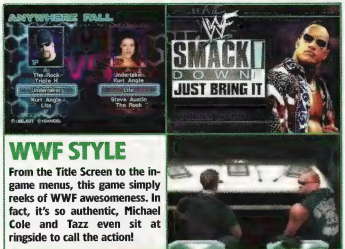
There should be more than 30 WWF Superstars (I just love using that phrase) in the final product. While that number might seem small compared to some other wrestling games, it should easily be enough to cover all of the major guys. With the extra work it takes to create the more detailed PS2 character models, it probably doesn't leave the developers a lot of time to squeeze in a huge number of guys.

There are some other features in the works that are kind of hush-hush right now, including a "Picture-In-Picture" mode. As always, we'll fill you in as we learn more!

► **Chris Slate**

the BUZZ

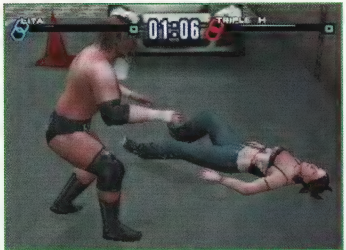
Without a shadow of a doubt, this is looking to be the *best damn* version of *Smackdown* we've ever seen! If ya smell...



WWF STYLE

From the Title Screen to the in-game menus, this game simply reeks of WWF awesomeness. In fact, it's so authentic, Michael Cole and Tazz even sit at ringside to call the action!

▲ "Shut your mouth Michael Cole — and you too, Tazz — this is THE ROCK'S show!"



▲ "Sorry Lita, but that's-all... what happens-all... when you play-all... the GAME-all!"

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY CEA	NAUGHTY DOG	WINTER	ADVENTURE	1	PENDING

PS2 PERCENT COMPLETE 50%

JAK AND DAXTER: THE PRECURSOR LEGACY

New details on Sony's stunning PS2 platformer

The first PS2 game from *Crash Bandicoot's* creators at Naughty Dog received the biggest spotlight at Sony's E3 booth this year, and for good reason. *Jak and Daxter* is already looking downright awesome, and appears well on its way to becoming one of the most memorable platformers ever.

Though the game won't be released until this winter, the version at the show was still packed with areas to explore and things to do. The demo was also crawling with enemies, known as "The Lurkers," who are mining black eco for their own sinister purposes.

The adventuresome duo will need to perform tasks for inhabitants of the game's world in order to obtain power cells. These objectives are quite diverse, and will range from simply reaching certain areas to tracking down lost belongings. There'll also be mini-game style challenges for power cells, and players will be able to participate in racing-style segments onboard Jak's speedy A-Grav Zoomer.

Since the game isn't level-based like *Crash*, players will be able to confront boss characters at will, and defeating them will unlock new areas of the world to explore. The first boss, for example, is a giant man-eating plant, that when defeated retracts its tentacles and thorns from the world, enabling Jak and Daxter to proceed. The number of power cells that the duo has collected will also determine which areas they have access to.

We'll have even more on *Jak and Daxter* next issue.

▶ **Randy Nelson**

▲ The game's world will be packed with platforming and timing-based challenges.

the BUZZ

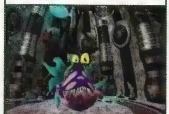
It's gorgeous and a blast to play. Unless something goes wrong, *Jak and Daxter* has what it takes to be a classic in the making.

▲ The ancient ruins boast some really great-looking reflection mapping.

▼ Once powered up, these Precursor pads can be used to launch your hero around the game world.

AWESOME ANIMATION

The inhabitants of *Jak and Daxter's* world were all animated by ex-Disney artists, giving the game the look of a feature film.



▼▲ This plant boss and townsperson alone boast more animation than the entire casts of some games.

▲ The Lurkers are Jak and Daxter's enemies in the game, and they're smart. They can avoid obstacles, leap chasms, and more in their pursuit of our heroes.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
CAPCOM	CAPCOM	WINTER	ACTION/PLATFORM	1	PENDING

PS2 PERCENT COMPLETE 50%

SWORDS AND SORCERY

In addition to enhancing his basic attacks, you'll also be able to power up Maximo's sword and shield to deal even more damage to enemies.

▲ Power-ups can be found in treasure chests and really put the hurt on enemies.

▲ Maximo's not the only one who can block attacks – his undead enemies are cunning!

MAXIMO: GHOSTS TO GLORY

Capcom resurrects Ghosts 'N Goblins – well, sort of

As far as Capcom's official line goes, *Maximo: Ghosts to Glory* is NOT a new game in its classic *Ghosts 'N Goblins* series. However, anyone who's played the old school side-scrollers will immediately find at least a dozen similarities to bring a nostalgic grin to their faces.

Unlike his spiritual predecessor, *Ghosts 'N Goblins*' good Sir Arthur, Maximo doesn't use a variety of weapons in his quest to rescue his kidnapped girlfriend, but rather can power up his trusty sword and shield in several ways. Using items found in treasure chests, his blade can be made to catch ablaze and fire energy blasts, while the shield can suck in power-ups and be thrown boomerang-style at enemies. Maximo also has some handy basic moves, such as a downward sword stab (which can also have its blast-radius increased) and can learn double attacks, spin attacks, and more. There are also armor upgrades to be had, though our good knight can conversely lose it all and run around in his heart-covered boxers.

The game's levels themselves are a lot less linear than its spiritual predecessors, and offer a lot of hidden areas in addition to their precision platforming challenges. Things start out in a classic graveyard and continue through jungles, tombs, a frozen ship graveyard, and other creepy locales.

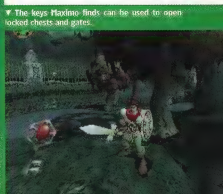
Without a doubt, *Maximo: Ghosts to Glory* is looking great. Action-platforming fans will definitely want to keep their eyes peeled for more on the game in our upcoming issues.

▶ **Randy Nelson**

▲ The lighting and fog effects in the game's graveyard level look stunning.

the BUZZ

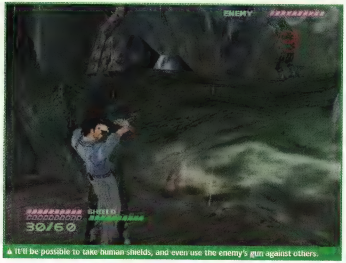
***Maximo* was one of the biggest and best surprises at this year's E3, and it could be really be something big.**



▼ The keys Maximo finds can be used to open locked chests and gates.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
KONAMI	MAKUZO	2002	ACTION	1	PENDING

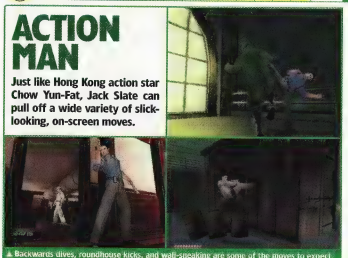
PS2 PERCENT COMPLETE 20%



▲ It'll be possible to take human shields, and even use the enemy's gun against others.

ACTION MAN

Just like Hong Kong action star Chow Yun-Fat, Jack Slate can pull off a wide variety of slick-looking, on-screen moves.



▲ Backwards dives, roundhouse kicks, and wall-sneaking are some of the moves to expect.

DEAD TO RIGHTS

Ever wanted to play a Hong Kong action movie?

True to the formula of many a Hong Kong action flick, *Dead To Rights* casts players in the role of Jack Slate, a good cop wrongly sentenced to prison for a crime he didn't commit. The game begins as Slate is escaping from lockdown, and ultimately sees him getting revenge against the crime lords who framed him.

While the plot might not exactly turn the action genre on its ear, many of the gameplay innovations being introduced in the game certainly may. For one, there's no traditional inventory system; instead, players will actually need to disarm enemies and use their weapons. This is accompanied by cool cinemas which show, among other actions, Slate turning his enemies' own guns around on them.

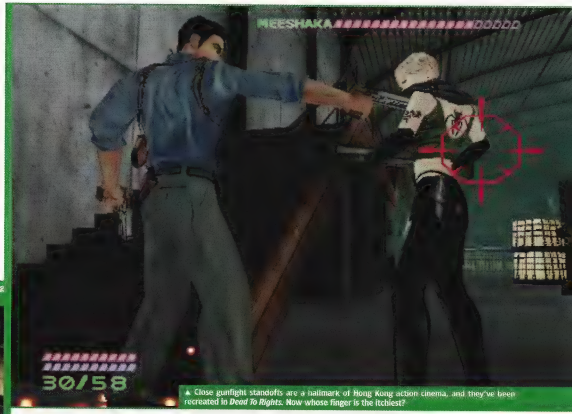
Another Hong Kong action movie influence can be seen in the slow-motion dive option. By hitting triangle in conjunction with the analog stick, Slate can dive in any direction, while hitting and holding it briefly sends the game into "bullet time," which both looks cool and enables players to target more enemies than normal. Of course, there's also lots of sneaking, dual-gun firing, and even a bit of human shield taking to be expected.

Dead to Rights was certainly one of the most inventive and promising titles we saw at this year's E3. Expect more on the game soon, action fans.

► **Randy Nelson**

the BUZZ

With the look and feel of a Hong Kong action movie, this game stands to take action titles into the next generation.



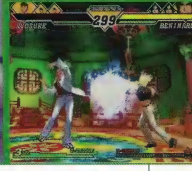
▲ Close gunfight standoffs are a hallmark of Hong Kong action cinema, and they've been recreated in *Dead To Rights*. Now whose finger is the itchiest?

▼ The game's character designs are looking great, and are very detailed.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PS2	PERCENT COMPLETE	70%
CAPCOM	CAPCOM	SEPTEMBER	FIGHTING	1-2	TEEN			

▲ What a wonderfully classic scene. Battles like these are what this compilation is all about.

▲ The backgrounds in the game look beautiful, but characters are still low-res.



▼ Some of the new characters are quite fun to play with, however, a few, like Kyosuke, really aren't that special.

CAPCOM VS. SNK 2

The second time's the charm!

Even I must admit to my disappointment with *Capcom Vs SNK*: moves, characters, and combos were missing, and the control felt off. In short, it took the genre (which lost significant flare over the years) a step back. While *Capcom Vs. SNK 2* may not rekindle the flame, it already plays as well as any fighter around, and definitely redeems the first game.

Capcom made its first improvement to the fighting engine. The fighting now feels more fluid, thanks to more accurate controls, making special moves and combos easier.

With better character balance, Capcom may abandon that confusing character selection interface. Now players can apparently select any characters to compose a team. However, one option confused me. Players can opt to pick only one or two characters against an opponent with three characters. I'm not sure what significance this mode will play.

Maybe it involves the three new Groove types. These resemble the various styles found in *Alpha 3*, and maybe choosing one provides advantages over another.

Honestly, I haven't been this excited about a Capcom fighter in a while. So, practice those shoryukens and pray that when this appears in September, someone will create an Arcade stick.

▶ **Tokoya**

▲ Hibiki represents a new type of character in the game; some now fight with weapons.

the BUZZ

Capcom Vs. SNK 2 **will feature a number of new characters that fans hoped would be included in the first game.**

THE COMBO SYSTEM

Although the combo system is similar to the first game, it feels a little bit more open ended, which means that players have more freedom to build combos.

▼▲ There are many more combos to learn in this sequel. Finding them will take time.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
UNIVERSAL INT.	SAVAGE	WINTER	ACTION/ADVENTURE	1	TEEN

PS2 PERCENT COMPLETE 40%

DINO-MITE GRAPHICS

The true stars of this game have to be the dinosaurs. They look great and move so realistically, despite the fact that they were hand-animated.

▲ These dinos look good enough (and hungry enough!) for the big screen.

▲ The raptors will be your most persistent enemies. They're extremely quick.

JURASSIC PARK: SURVIVAL

Welcome back to Jurassic Park

We've seen *Jurassic Park*-based games in the past, but none have really captured the intensity of the movies. Perhaps that's because the hardware those titles were created on simply wasn't up to the task. Fortunately, the PlayStation 2 is. With *Jurassic Park: Survival*, Universal is hoping to throw you into a cinematic experience and take you on one serious, adrenaline-pumping ride.

Survival won't exactly follow any of the *Jurassic Park* films. Rather, it will feature many of their most-classic moments combined with plenty of new locations, characters and storylines. You actually play the role of one David Espinoza, a member of a science team who's landed on the island. As you begin your research, an evil corporation shows up and tries a hostile takeover, ambushing your team and taking them prisoner. Wit limited resources, you'll have to make your way across the island, free your companions and escape. There will be dinosaurs on your tail every step of the way.

The developers have been working on the game engine for a few years now and are trying to integrate every feature they can think of. That's why *Survival* will look great. There's going to be so much time and energy spent on the details. Dinosaurs and human characters will move with a realistic smoothness and environments are going to be lavishly detailed, with swaying trees and high-quality textures. It should be quite impressive when it's finished this holiday season.

▶ **Stephen Frost**

▼ With the dinosaurs showing up so often, you'll always be on the edge of your seat.

the BUZZ

Large environments and clever dinosaurs should do a lot to make this adventure seem real.

▼ The textures used on the dinosaurs were scanned directly from the JP3 movie models.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY CEA	INCOG INC.	FALL	RACING	1-2	EVERYONE

PS2 PERCENT COMPLETE 60%

KINETICA

Can Sony redefine racing games again?

***Kinetica* is looking to take futuristic racing to a whole new level as well as** completely new locations. Developed by the masterminds behind *Twisted Metal: Black*, this new title throws you onto courses high about the ground, at speeds that defy imagination. In fact, you'll be moving so fast that the laws of gravity don't really apply. You'll be able to race straight up the sides of buildings, along the sides of walls and even upside down.

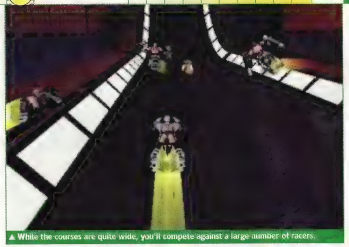
Since all this anti-grav racing can get a bit disorienting, the game displays a nifty on-screen meter that shows your relation to the ground. Smart players will be able to use that meter to discover rather unorthodox shortcuts that wouldn't be possible in other more down-to-earth racers. That's the main key to winning the races.

Keep your eyes open, because *Kinetica's* going to be speeding into stores this Fall. And if Sony's online plans truly fall into place, you may even be able to play the game against opponents on the opposite side of the country. Wouldn't that just be cool?

▶ **Stephen Frost**

the BUZZ

With its very unique course designs and high sense of speed, *Kinetica* looks to seriously challenge all other racers.



▲ While the courses are quite wide, you'll compete against a large number of racers.

▲ Defying gravity is no problem.

▲ Racers actually wear their bikes.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SQUARE EA	SQUARE	FALL 2002	RPG	1	EVERYONE

PS2 PERCENT COMPLETE 35%

▲ The bosses in this game can be quite large and very menacing.

KINGDOM HEARTS

Square and Disney team up for one major adventure

For the first time ever, the two entertainment giants are collaborating on an epic RPG that will hopefully appeal to a very broad gaming audience. Supervised by Tetsuya Nomura, who designed the characters in *FFVII* and *VIII*, *Kingdom Hearts* will introduce the world to several new Disney characters — Sora, Riku, Kairi and the Heartless — and a completely original storyline.

Along with the new characters, players can expect a whole slew of classic ones. With Mickey missing, Donald Duck and Goofy will accompany you on your journey to restore the Disney Universe back to normal.

Considering the game won't be out until late next year, it appears that the developers still have a lot of work ahead of them. It's definitely going to be a very long wait, but we gamers at least get *FFX* and *FFXI* in the meantime. 2001 might be a slow year for Square, but 2002 is certainly shaping up to be the year of RPGs.

▶ **Stephen Frost**

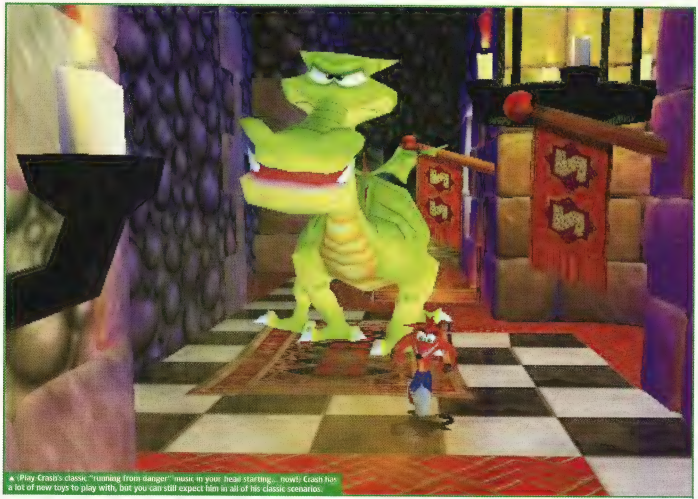
▲ The funny thing about this game is that everything is treated so seriously, even the Disney characters.

▲ Most battles are handled in real time, with several different attacks available to you.

the BUZZ

Disney teaming up with anyone is big news. This partnership should create one truly amazing gaming experience.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING	PERCENT COMPLETE
UNIVERSAL	TRAVELER'S TALES	NOVEMBER	ACTION/PLATFORM	1	EVERYONE	50%



▲ (Play Crash's classic "running from danger" music in your head starting... now!) Crash has a lot of new toys to play with, but you can still expect him in all of his classic scenarios!

CRASH BANDICOOT
THE WRATH OF CORTEX

We played it, and it rocks!

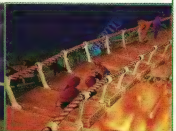
Going into E3, we had our concerns about Crash's first PS2 adventure. Would the new developer (Traveler's Tales) be up to the task, and would that old Crash charm still work in the next generation? Well, after wrapping our hands around a DualShock 2 to go for a spin ourselves, we can finally put those fears to rest. This game looks fantastic, and could very well end up as the best *Crash* adventure we've seen yet!

The story goes something like this: Crash's arch-nemesis, the dastardly Dr. Neo Cortex, is really after Bandicoot blood this time. He's had it with Crash's interference, and has devised a plan to create a super creature with the sole purpose of taking our hero down for good. To power his creation, Cortex steals ancient crystals that keep the gods of earth, fire, air and water asleep. As a result, the gods awaken and begin to wreck havoc. So, while Crash is off fixing the mess Cortex made, the despicable doctor uses the time to build his Crash-killing creation.

IT'S GOOD TO BE ON PLAYSTATION2!

The gameplay may feel the same at first, but make no mistake about it, this is a PS2 title. You've never seen Crash look this good!

▲ Check out the lighting in the stained glass!



▲ The heat effects from the fire are amazing.

▲ Coco is a fully playable character this time, and will be featured in many levels.

The game packs in more than 30 new levels which take Crash to a volcanic island, a Japanese village, the African jungle and much more. You'll get a lot of new vehicles to help get around,

PSM BREAKDOWN

An up-close look at the game in action

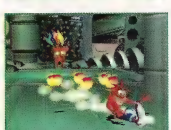
▶ Because the PS2 is so much more powerful than PSone, the new Crash can show items much further away without them "popping" on and off the screen. It really helps to be able to see what dangers (or items) lie ahead.
The graphics aren't super-realistic like Gran Turismo 3 or anything, but for what it is — a cartoony, fantasy-based game — the scenery is really very impressive.
▶ The stages are generally a little wider now, but make no mistake about it, this is still an action/platform game. You run, jump, bop the bad guys and pick up items — would we have Crash any other way?
◀ For the first time ever, Coco is a fully-playable character with her own unique Charlie's Angels-style punches and kicks.

COOL GADGETS AND GIZMOS

Crash has a lot of new ways to get around this time. Here are a couple of cool examples...

▲ Crash gets his Sigourney Weaver vibe going with this scene from *Aliens*.

▲ Crash trades his jet pack for a propeller this time, but it doesn't slow him down.



▲ Crash still has all of his old moves, plus now ones he can now flip/ot around.

"This game looks absolutely fantastic, and could very well end up as the best Crash Bandicoot adventure we've seen yet."

such as an off-road 4X4, a hang glider, a "Crash Mech" and more. We test piloted the hang glider for awhile, and if Crash's other vehicles are this responsive and fun to control, then we're in for a real treat. The aerial battles had an epic "combat zone" feel to them, with lots of barrel rolls and some very sweet glider physics. Another stage had Crash rolling around inside of a clear ball (kind of like a hamster wheel), which was equally fun to play. Some of these scenes could be games unto themselves!

The environments look much better than before, with real-time lighting and shadows and stunning special effects. Just wait until you see the heat effects in the lava stage! The extra polygon-pushing power of the PS2 doesn't hurt, either — Crash alone is made up of 2,000 polys versus the measly 400 he had on the PSone.

As if a kick-ass one player mode wasn't enough, the developers at Traveler's Tales seem to have taken a cue from *Crash Bash* and have included a multi-player mini-game mode with over 10 different areas. Unfortunately, this aspect of the game wasn't shown, and Universal is mum on the specifics.

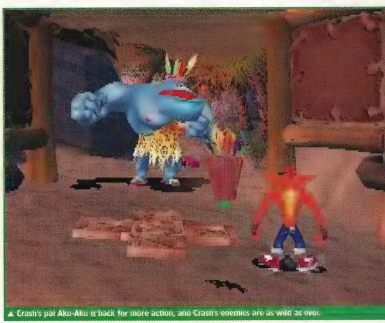
So like I said, we here at PSM are officially stoked about this game. Crash may not be Sony's exclusive mascot anymore, but he's gonna rock on PS2.

▶ **Chris Slate**

the BUZZ

Naughty Dog may have moved on to do Jak and Daxter, but their creation is in good hands at Traveler's Tales. We can't wait!

▲ Crash's hang glider scenes are amazing, with dizzying visuals and intense arial combat. The control is spot-on!



▲ Crash's pal Aku-Aku is back for more action, and Crash's enemies are as wild as ever.

Kick Some Rusty Metal Butt!

PlayStation.2

MOBILE SUIT GUNDAM

JOURNEY TO JABURO

Marvel at the detailed battlefield scenes and mobile suits with breathtaking digital graphics as seen in the movies! Experience firsthand the thrill of guiding your allies in their mission to conquer the enemy in mobile suit warfare. Relive scenes from the TV series or implement your own battle strategies to create whole new story lines.

T
TEEN
CONTENT RATED BY ESRB

Animated Violence

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BANDAI

MOBILE SUIT GUNDAM

STRATEGY

Tips, guides and cheats that will make you a winner

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Gran Turismo 3

Get your motor running! pg. 82

TAKE THE PSM CHALLENGE!

RULES: Challenges are limited to one entry per person. That means you can't send an entry for each challenge; if you do, you'll be disqualified. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on **September 1.** If there are multiple winners, then we'll do a raffle. To prove that you accomplished one of our challenges, either send a picture or a video tape (sorry, but we can't return them). Sorry, no e-mail entries! **SEND YOUR ENTRIES TO: PSM August Challenge # (the challenge you're entering), c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.**

CHALLENGE WINNERS for the March issue:

FEAR EFFECT 2	Marco Rosero of Mount Prospect, IL
Z.O.E.	Jeff Souza of Ft. Lauderdale, FL
STARFIGHTER	Marc Kelechava of Bethlehem, PA

CHALLENGE #1: Bloody Roar 3
Unlock Uranus and photograph or tape his character profile on the character select screen.

CHALLENGE #2: Alone in The Dark
Simply complete the entire game, and then photograph or tape the ending.

CHALLENGE #3: Final Fantasy Chronicles
Find the Spoon in Final Fantasy IV and photograph or tape the Spoon in your inventory screen.

THIS MONTH'S PRIZE PACKAGE:

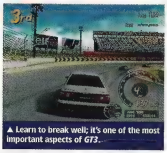
This month we will give away three MidiLand sound systems (S4 MidiLand 3050M, S4 MidiLand 7100 Plus, S4 MidiLand 4060M). These systems offer exceptional quality and performance.

GRAN TURISMO 3

Driving Instructions And Secrets

We've busted the doors wide open on *Gran Turismo 3*. We've pretty much covered all you'll need to know to win races. Gentlemen, start your engines.

FINDING THE CORRECT BRAKING POINTS



▲ Learn to break well; it's one of the most important aspects of *GT2*..

Very sharp turns, double turns or tight corners after a long straight are the toughest ones to get right. As you approach a tough corner, quickly look for a braking marker — a trackside object that you can easily identify on the next lap, such as an overhead sign — that you can use as a reference point on your next lap. Brake from that marker point. If you slow too soon for the corner, your braking marker is too early. On the next lap, wait until you've passed that point before braking (and look for another marker). If you slow too soon again, brake later on the next lap. Keep doing this until you find the correct braking point. You'll know you've found it because you should brake all the way into the corner, and then just as you hit the bend, you can come off the brakes and start accelerating out of it. If your car is heavier/faster than the one you've used previously, brake earlier. If it's lighter/slower than the car you've just driven, you can brake later.

TUNING

When buying a car, the most cost-effective upgrades are always a better exhaust and ROM chip. After that, upgrade the tires. Stock tires on street cars are hopeless. They offer very poor grip under racing conditions. If you don't change the tires, you'll be sliding around all over the place. Also,

▲ Tune your car as much as possible to get optimum performance..

don't underestimate the importance of a racing gear box, flywheel and other non-power engine enhancements. They don't add power to the car, but they optimize the car's power. A racing gearbox vastly improves the speed of gear shifts, enabling the car to put its power down on the road more easily. A flywheel means a quicker-revving engine, meaning quicker power delivery. After that, weight reduction is also a good value for money prospect, as it improves power-to-weight. Then add a stage tune, racing suspension, and all the remaining expensive goodies to fully tune your car. Then you should have no trouble racking up the wins.

F1 RACING GUIDE

You can gain a significant advantage through your Pit Stop strategy. All F1 cars have medium tires, and you can't change them (which makes everyone equal). Therefore, tire strategy is all-important. The computer cars pretty much race until their tires are worn out, and change them on either the seventh or eighth lap. That is where you can get an advantage with a superior Pit Stop strategy. If a race has 27 laps, the computer will change its tires on lap 8, 18 and 24. Therefore during the race, it has to race four laps on semi worn/worn tires (laps 6, 7, 16 and 17). You gain an advantage by changing your tires on Lap 7, 14 and 21. Doing that means you run two laps less on worn tires.

▲ Learning when to pit could mean the difference between first and second place.

▲ As with all cars, sell them when you don't need them.

EARNING FAST CASH

The quickest way to earn cash is with the Amateur League European Championship. It has five races, each one three laps per race. The prize money isn't great, but the prize car is the Vertigo Race Car. Race the first four races and finish first in each. Then save your game at the end of the fourth race, and simply quit the last race. If you don't win the Vertigo Race Car, reload your saved game and keep quitting out of the last race until you win it, which you can sell for lots of cash.

GETTING THE PRIZE CAR YOU WANT

There's no pattern to them, and it's impossible to choose which car you win... unless you pull off the following secret little trick.

1. Save your game before the last race in the series you're racing.
2. As long as you're 11 points or more ahead of your nearest competitor, go to the final race, and simply exit. You'll still win the Race Series.
3. See what prize car pops up. Don't like it? Reload your saved game and follow the same procedure 'til you get the car you want.

RUNNING IN YOUR CARS AND LOOKING AFTER THEM

If you don't look after your cars, they will lose power. *GT3* cars need regular servicing. If you repeatedly race a car, you'll find its oil gets dirtier and dirtier. And the dirtier the oil, the less effective the engine is. Get used to changing the oil regularly in the *GT* Auto Shop. Fresh oil delivers peak horsepower. Also, you will find a car's horsepower changes over time. When a car is new and has zero miles on the clock, it has stock horsepower. However, put a hundred or so miles on the clock by running the car in a few races, and you'll see its horse-power increase over stock as the engine "beds in". However, if you put huge mileage on the clock, as the car gets "older" and more "worn out", the horsepower of that car will eventually drop back closer to its original stock horsepower.

▲ As in real life, the oil needs to be changed often, usually every 3000 miles.

▲ There are tons of great cars, but these are some of our favorites. We think you'd have to agree – we have very good taste in cars.

THE CARS OF GT3

Unlike previous *GT* games, every true racing and LM car can be tuned up. If you take the Suzuki Escudo Pike's Peak Edition to the dealer and add a Stage II turbo tune, you'll boost its output to a frightening 1800+ horsepower!

GREAT CARS TO LOOK OUT FOR

Chevy Camaro Race Car
This is won in the Amateur League American Car Championship, and is a great prize car to go for if you want a fast and powerful rear wheel drive car.

Gillet Vertigo Race Car
Won on the Beginner League European Championship, it's fast, lightweight and is great to have early on in your GT career.

Toyota GT-Apex SS Version
This special edition GT-Apex is the prize car for the FR Amateur League Challenge. It's not hugely powerful stock, but it's lightweight (it has a carbon fiber hood), and can be highly tuned to give it superb performance.

Nissan Z Concept and Mazda RX8
Both can be won in the Amateur League GT World Championship, and both deliver excellent performance.

JGTC Cars
Complete the Amateur League All-Japan GT Championship to get the JGTC cars. The prize cars in that race are the Denso Supra Race Car, Calsonic Skyline, Arta NSX and Zexel GTR. Try the Pro League All-Japan GT Championship to win the Nismo Pennzoil Skyline GT-R, Castrol Mugen NSX and MR-S Autobacs Apex JGTC.

Mercedes CLK Race Car
This is the prize car for the Amateur League Silver Arrow Mercedes-only race series.

S2000
Spoon and Mugen both have their own souped-up production S2000's (won in the Amateur League Type-R Meeting), and there's also a Spoon S2000 Race Car (won in the Amateur League Stars and Stripes Race) and an S2000 LM Race Car (won in the Amateur League Dream Car Championship).

Impreza LM Race Car
Thanks to its fantastic handling, it's one of the easiest cars in the game to drive fast. You can win it in the Amateur League Dream Car Championship.

Ford GT40 Race Car
It's won in the Pro League GT World Championship... and it's fast too!

Viper GTS-R Concept
Won on the Pro League GT All-Stars race, this beast of a car is highly powerful and massively entertaining to drive.

Diablo GT
There is no Lamborghini logo, or mention of the name... but don't worry. This car is definitely a Lamborghini Diablo, and it's big and fast.

FTO LM Race Car
The FTO LM is back again, this time as a Dream Car Championship prize car.

F1 Cars
Here are the six F1 prize cars in GT3. Each car derives its name from three things: the number of cylinders, its model year, and its driver.
The F094/H is the 10 Cylinder by Damon Hill
The F094/S by the late Ayrton Senna
The F686/M is Nigel Mansell's 1986 Williams car
The F090/S is the 1990 McLaren, powered by Honda
The F687/S is the Lotus driven by Ayrton Senna
The F688/S is the 1988 McLaren

Rally Cars
GT3 has 30 rally races, and there are ten rally cars to win.
Tahiti Maze – Ford Escort Rally Car
Smokey Mountain Rally – Ford Focus Rally Car
Swiss Alps – Peugeot 206 Rally Car
Tahiti Challenge of Rally II – Toyota Corolla Rally Car
Tahiti Maze II – Subaru Impreza Rally Car
Smokey Mountain II – Mitsubishi Lancer Evo VI Rally Car
Swiss Alps II – Mitsubishi Lancer Evo VII Rally Car
Superspecial Route 5 Wet II – Subaru Impreza Prototype Rally Car

Cool Bonus Cars
Complete all Beginner Races – Mitsubishi Evo V GSR
Complete all Amateur Races – Team Oreca Viper GTS-R
Complete all Pro League Races – F686/M F1 Racer
Complete all Endurance Races – F094/H F1 Racer
Complete all Rally events – Suzuki Escudo Pikes Peak Version

License Test Cars
All Golds on IB License – Z Concept
All Golds on IA License – Vanquish V12 racer
All Golds on S License – Viper GTS-R Concept car
All Golds on Rally License – Impreza Rally Car Prototype

Other Bonus Cars
Complete 50% of the game – Corvette C5 Racer
Complete 75% of the game – Mazda 787B
Complete 100% of the game – F094/S car
Complete all races in GT Mode – F688/S racer
Complete Time Attack Mode – Panoz Esperante GTR-1

MULTIPLE PRIZE CARS FROM ONE RACE

If you have a LOT of money and two memory cards, you can get multiple prize cars from one race.

1. Save your game before the last race in the series you are racing to memory card one.
2. As long as you're 11 points or more ahead of your nearest competitor, go to the final race, and simply exit.
3. Once you've got your prize car, save that game to memory card two.
4. Reload the game from memory card one, and finish the race again.
5. If you win a different prize car, use the Trade Option to load the garage data from memory card two. (If you win the same one, keep reloading the game from memory card one until you win a different prize car).
6. Go to the Trade Options menu and load the garage from memory card two. Buy the prize car that you won previously, and then save the game on memory card two. You now have two prize cars on memory card two.
7. Repeat steps 1–5 again until you have a third car, then repeat step 6, buying both the prize cars from that garage. Once again, save over your previous game on memory card two. You now have three prize cars.
8. Repeat steps 1–5 again until you've won the fourth and final car, then once again use the Trade Options menu to buy the three prize cars you've won from memory card two, and hey presto. Four prize cars, with one race.

▲ Learning the details of every track will help greatly.

THE TRACKS

Grand Valley Speedway

The only real hazards are the two very sharp bends following the long straights. Make sure you find a good braking position for each of those corners, or you'll spin off into the sand traps and lose a lot of time. This is a fast course, so set your gear ratios high.

Complex String

This course is actually based on a handling course, with a ridiculous number of straights, turns, blind corners and twists to really test a car's suspension settings. If you want to get 100% in *GT3*, then you'll have to complete this course faster than *GT3*'s Producer's.

Cote D'Azure

It's a narrow, tough and twisting course with very few long straights. Set your gear ratios low for maximum acceleration, since you don't really need a high top speed for this track.

Deep Forest Raceway

All you need to do is learn the braking point for the corner at the end of the start-finish straight and you'll be able to drive this course without too many problems. Medium gear setting works great here.

Apricot Hill Speedway

You can take a short cut by driving right across this track's chicane. Learn how to do this correctly, and you will gain time over your opponents. Set your gear ratios to medium-high.

Laguna Seca Raceway

This track has more than a few tough corners, particularly the world-famous corkscrew. Make sure you start braking before you crest the hill and you should be able to turn in time. Also, the corner at the beginning of the start-finish straight is tight, as well as the sharp turn at the end of the start-finish straight.

Midfield Raceway

One corner to watch for — the tight turn at the bottom of the hill into the tunnel. Once you've mastered this one, you'll find this course is a very fast and easy drive. Set your gear ratios to medium-high and you'll do great.

Rome Circuit

There are a few tight turns in this fast road course, particularly the nasty hairpin turn and sharp corner halfway around the track. There are plenty of barriers on this track that you can use to cheat and bounce off.

Seattle Circuit

This track requires medium gear ratios, thanks to its combination of fast, long straights and tight turns. Learn the braking points for the corner at the end of the start-finish straight, and also learn the braking for the sharp right-hander at the top of the course. Get the cornering right through the sharp right hander and chicane near the end of the track and you'll really be motoring.

Special Stage Route 5

This very fast track is a breeze thanks to copious amounts of barriers and walls that you can use to corner at higher speed than you can by driving normally.

Special Stage Route 11 (R)

This long, twisting road course has many tight turns. Set your gear ratios low to give your vehicle better acceleration. It's a tough track to drive, but thanks to the sheer volume of barriers and walls, there are many places where you can use the rails to corner at high speed.

Test Course

High gear ratios are required for this incredibly easy-to-drive oval course. This track is where drafting (sitting behind another car to gain speed) can be used to excellent effect.

Super Speedway

This fast, oval course requires a high gear setting. It's easy to drive — just be sure you don't bounce off the wall on exiting each of the long corners. If you do, you lose speed for the straights and will be passed by opponents. This is a good track for drafting.

Tokyo R246

This road course is fast and easy to learn. The only tough parts of the course are the tight turns at the end of the start-finish straight. You can cheat on many of the corners by using the rails to bounce around a turn at high speed.

Trial Mountain

Yet another *Gran Turismo* stalwart, this track is very fast, and has few tough corners. Use the rails and wall at the end of the long straight halfway to bounce around the corner and gain a big time advantage. What's a little bodywork compared to that nice big trophy?

Smokey Mountain

A very fun rally course with plenty of medium twists and turns, and no tight turns to speak of. It's short, and doesn't take very long to learn.

Swiss Alps

This track has a couple of nasty corners close together, but doesn't take long to master. Forget using the walls and barriers to bounce around corners — you gain no time advantage. Simply learn how to drive this track the normal way — it doesn't take long to get it right.

Tahiti Circuit

Another fast rally circuit with lots of medium-fast corners. Again, it's a short track and really doesn't take long to get used to. There are no sharp turns to speak of, and there's no advantage to using the walls.

Tahiti Maze

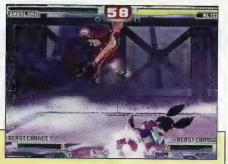
This has some insane corners — all strung together. You can use the walls here pretty well, since the corners are so tight and sharp. Keep your gear settings low for this course, so you can out-accelerate the opponent out of the bends.

KOEI
www.koeigames.com
"A cut of 5... a great PS2 action game... more realistic and action packed than Metal Gear Solid... Winback is the perfect warm-up for those aching to get their hands on MGS 2."
– Official U.S. PlayStation Magazine
"With its James Bond-style storyline, smooth framerate, and highly detailed characters, this title should be a big hit... And considering Metal Gear Solid 2 doesn't hit until next Fall, this could very well end up as the title to fulfill all gamers' needs to blow things up."
– PSM
"Winback is definitely one of the better PS2 games out there now... provides an adrenaline rush that has yet to be matched by any other game on Sony's new machine."
– Electronic Gaming Monthly
The first blast wiped out your Space Center.
In just 3 hours, the high-tech weapons satellite will strike again... It's your job to make sure that it doesn't.
Available Now!
WINBACK
31 explosive stages with 3 different endings
Precision laser-sighting aiming mechanism
4-Player Deathmatch with 28 playable characters
1 and 2-Player "BOT" modes
TEEN T ESRB
Animated Violence
Mild Language
PlayStation 2
WINBACK is a trademark of KOEI Corporation and KOEI Co., Ltd. ©2000 KOEI Corporation. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

BLOODY ROAR 3

Unlock secret Modes

Unlock more than one mode simultaneously, and the lowest mode will be unlocked.



SECRET CHARACTERS

Kohryu
In Arcade Mode, clear stage 4 without losing a single round. Kohryu will then appear as your enemy in stage 5. After defeating Kohryu, you can play as Kohryu.

Uranus
In Arcade Mode, beat Xion without continuing once. Uranus will appear in a special stage. After defeating Uranus, you can play as Uranus.

SECRET MODES

1. Sudden Death Survival
Player can defeat enemy with one hit and the enemy can defeat player with only one hit.
To Unlock: simply complete Survival mode by winning nine fights.

2. No Guard Battle
Player and enemy can't defend against attacks. This mode only works in Survival and Versus.
To Unlock: simply get first place in Arcade mode.

3. Highest Difficulty
The enemy fighting skill is increased to MAX. This option only works in Survival Mode.
To Unlock: clear Arcade mode without continuing once.

4. Knock Down Battle
Players can knock each other down with one hit, dealing twice the amount of damage. This only works in Survival and Versus modes.
To Unlock: get first place in Survival Mode after unlocking Sudden Death Survival.

5. High Speed Battle
All motions (except throws) are twice as fast and your attack power is reduced to 60% of normal.
To Unlock: after fighting 100 battles with 1 character, place in the rankings in Survival Mode with that character.

6. Low Speed Battle
All batte motions (except throws) are played at half the normal speed and attack power is doubled.
To Unlock: fight at least once with each character and earn a ranking in Arcade Mode.

7. Hyper Beast Battle
The game will always run in Hyper Beast mode.
To Unlock: after fighting 10 battles with 1 character, earn a ranking in Arcade Mode with that character.

8. Sumo Wrestling Battle
The first one to fall in a fight loses, but players will be invincible to all other attacks.
To Unlock: after fighting 20 battles with 1 character, earn a ranking in Survival Mode with that character.

TWISTED METAL BLACK

More Secrets And Codes

We missed a few tricks last month, so now we'll reveal those secrets.

OTHER SECRETS

JUNKYARD

Yellowjacket
After you destroy the airplane, enter the underground area that is created. At the end, just before you leave, there is a console in front of a cylinder. Destroy the console by running over it to unlock Yellowjacket.

THE SUBURBS

Warthog
Go to the top area where the Ferris wheel stands. When you're in front of it, go left up the hill and toward the Gas Can. Jump onto the building directly in front of the Gas Can. Land on the Building and destroy the little house on top. Fall through the hole and destroy the console, unlocking Warthog.

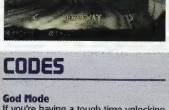
PRISON PASSAGE

Sorry! In the version we played before, destroying the blimps unlocked the drawbridge. Now you must destroy one of the small stations directly next to the drawbridge. Doing this will release it.

SNOWY ROADS

Destroy the ski lift on one side of the level. Doing this will unlock something, but we're not exactly sure what. Perhaps it will unlock the level for multiplayer modes.

ENDURANCE MODE



Prison Ship

Get 15 kills in the Junkyard to unlock this stage.

MINI-SUBURBS

Get 10 kills in Drive-In and you'll unlock the Mini-Suburbs.

FREEWAY

Get 10 kills in the Snowy Roads to unlock the Freeway.

We hope these last few cheats will help you on your killing spree!

CODES

God Mode
If you're having a tough time unlocking anything, this code will solve all of your problems. While playing, hold L1+L2+R1+R2 and quickly press ↑↓←→→←↓↑.

Change Weapons Menu
During gameplay, press L1 and → to get a different weapons selection screen.

Change Camera Angles and Screen Format
Press L1 and ↓ to alter the camera angles. To change the format from horizontal to vertical, press L1 and ←.

"...AN ABSOLUTE TRIUMPH - IT'S VERY LIKELY THE BEST PURE RACING GAME AVAILABLE ON DREAMCAST."

- Official Dreamcast Magazine

Dream Team Award – Dreamcast

"... IT MAY BE THE BEST REPRODUCTION OF THE ACTUAL FEEL OF MARATHON RACING EVER."

- NextGen

IGN.COM EDITORS' CHOICE AWARD

DAILY RADAR DIRECT HIT

"TEST DRIVE LE MANS IS FLAT-OUT ONE OF THE BEST RACERS EVER FOR DREAMCAST -- OR ANY OTHER SYSTEM FOR THAT MATTER."

- Daily Radar

EGM GOLD EDITORS' CHOICE AWARD

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INFOGRAMES

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CODES

This month's hottest cheats

GAUNTLET: DARK LEGACY

TONS OF CODES
Input all of the following codes as a name at the name entry screen.

Invincibility ..... INVULN
Permanent super shot ..... SSHOTS
Permanent triple shot ..... MENAGE
Permanent reflect shot ..... REFLEX
Permanent Pojo Chicken EGG911
Permanent Anti-Death 1ANGEL
Permanent invisibility 000000
Permanent x-ray vision ..... PEEKIN
Permanent full turbo ..... PURPLE
Permanent shrink enemy DELTA1
Always 9 potions and keys ... ALLFUL
Run quickly ..... XSPEED
Throw quickly ..... QCKSHT
10,000 gold per level 10000K
Dwarf is a large jester ICE600
Dwarf in S&M costume NUD069
Jester with smiley face STX222
Jester with baseball cap KJH105
Jester with Mohawk PNK666
Knight is a Roman centurion . BAT900
Knight is a ninja TAK118
Knight is a bald man STG333
Knight is a waitress KAO292
Knight wears street clothes .. CSS222
Knight wears street clothes .. ARV984
Knight wears street clothes and baseball cap DIB626
Knight is a quarterback RIZ721
Knight wears karate outfit with twin scythes SJB964
Knight wears black outfit and cape ..... DARTHC
Valkyrie as the grim reaper with scythe TWN300
Valkyrie as a Japanese school girl AYA555
Valkyrie as a cheerleader with baton CEL721
Warrior with an ogre costume CAS400
Warrior as an Orc Boss MTN200
Warrior with a rat head RAT333
Wizard with an evil appearance GARM99
Wizard as an undead lich GARM00
Wizard as a pharaoh DES700
Wizard as an alien SKY100
Wizard as Sumner SUM224
Unknown NAK069

BONUS LEVELS
Play the first level three or more times, then go to the Section level. Play that level two times to unlock another section of levels.

HARVEST MOON: BACK TO NATURE

GETTING THE RECIPES
Ice Cream: Give an egg to Yodel.
Potato Pancakes: Give a bamboo shoot to Gotz.
Fries: Caught in a bottle when fishing off the pier.
Mixed Juice: Give a blue medicine plant to the Doctor.
"Ohitashi" Greens: Give a Pink Cat flower to Manna.
Sandwiches: Give Pink Cat flower to Ellen.
Chocolate Cookies: Give a Pink Cat flower to Sasha.
Popcorn: Give an ear of corn to Kai.
Pickled Turnips: Give an ear of corn to Saibara.
Fruit Latte: Give a tomato to Basil.
Cheese Fondue: Give a tomato to Doug.
Pastor's Afternoon Snack: Give an egg to the Pastor

THE RECIPES
Truffle Rice Recipe
Ingredients: Truffle, Rice Ball
Utensils: None needed
Additional: You can add salt and/or soy sauce.

Happy Eggplant Recipe
Ingredients: Eggplant
Utensils: Frying Pan
Additional: Add sugar, salt, miso.

Mushroom Rice Recipe
Ingredients: Mushroom, rice ball.
Now just cook with those ingredients.

Tomato Juice Recipe
Ingredients: Tomato
Utensils: Mixer

Hot Milk Recipe
Ingredients: Milk
Utensils: Pot

Curry Recipe
Ingredients: Rice ball, curry powder
Utensils: Pot

Raisin Bread Recipe
Ingredients: Bread, wild grapes.
Now just cook with those ingredients.

Sashimi Recipe
Ingredients: Fish
Utensils: Knife

Sushi Recipe
Ingredients: Rice ball, sashimi
Additional: Vinegar

Ketchup Recipe
Ingredients: Tomato, onion
Utensils: Mixer
Additional: sugar, salt, vinegar

Apple Jam Recipe
Ingredients: Apple
Utensils: Pot
Additional: Add sugar.

Grape Jam Recipe
Ingredients: Grape
Utensils: Pot
Additional: Add sugar.

Strawberry Jam Recipe
Ingredients: Strawberry
Utensils: Pot
Additional: Add sugar.

Pickle Recipe
Ingredients: Cucumber
Additional: Add salt.

Fried Rice Recipe
Ingredients: Oil, rice ball, egg
Utensils: Pan
Additional: Add sugar, salt, soy sauce.

Mayonnaise Recipe
If you don't have a Mayonnaise Machine, you can still make the mayo yourself.

Ingredients: Egg, oil
Utensils: Whisk
Additional: Add vinegar.

Tempura Recipe
Ingredients: Oil, flour, egg
Utensils: Pan

Noodle Recipe
Ingredients: Flour, fish
Utensils: Pot, rolling pin, knife

Tempura Noodle Recipe
Ingredients: Tempura, Noodle
Utensils: Pot

GAMESHARK CODES

SILPHEED

Must Be On
EC86FC2814383CA0
Infinite Shield
3CBE77FC1456E79F
All Weapons
4CBE76541456B00C

ESPN EXTRATIME

Must Be On
EC88DCA01456E60A
Press L3 to Reset Time To 0
0CA4E2CA1456E5A5
!CA5894814560 4BD
0CA4E2CA1456E5A5
!CA4E5A81456D4BD
Press R3 To End The Half
0CA4E2CA1456EBA5
!CA5894814560 E7A5
0CA4E2CA1456EBA5
!CA4E5A81456E7A5

ARMY MEN: AIR ATTACK 2

Must Be On
EC87C0741456E60A
Fly As A Bee
4C3FEEDC1456E7A7
Infinite Health
4C349DB21456E7AF
Infinite Copter Ammo
3C33E74E1456E787
Infinite Copilot Ammo
3C33E62E1456E787

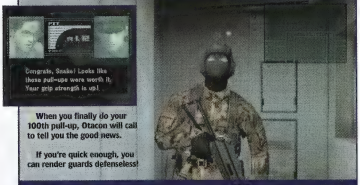
STREET FIGHTER EX 3

Must Be On
EC836E241456E60A
Infinite Health P2 — 1st
4C55C094145670A5
Infinite Health P1 — 1st
4C585734145670A5
Infinite Health P1 — 2nd
4C558AE4145670A5
Infinite Health P2 — 2nd
4C55F644145670A5
Max EXP
!CD9DAE01455692C
All Trials Complete
!CD9DD30G1DFB00C
!CD9DD346I DFB00C
!CD9DD406I DFB00C
!CD9DD446I DFB00C
!CD9DD506I DFB00C
All Moves Purchased
7CD9DAE41443E7A6
3C9883291456E7A5
Infinite Super P1 — 1st
4C585728145 6DE85
No Super P1 — 1st
4C585728145 6E7A5
Infinite Super P1 — 2nd
4C558AD81456DE85
No Super P1 — 2nd
4C558AD81456E7A5
Infinite Super P2 — 1st
4C55F6381456DE85
No Super P2 — 1st
4C55F6381456E7A5
Infinite Super P2 — 2nd
4C55C0881456DE85
No Super P2 — 2nd
4C55C0881456E7A5
Infinite Stand — By Team 1
4C7414A01456A4B5
No Stand — By Team 1
4C7414A01456E7A5
Infinite Stand — By Team 2
4C74173C14564BA5
No Stand — By Team 2
4C74173C1456E7A5

HIGH HEAT BASEBALL 2002

Must Be On
ECBDA2D41456E60A
1 Out Per Inning
0D15C38C1456E7A5
4D15C38C1456E7A7
1 Strike = Out
0D15C3941456E7A5
4D15C3941456E7A7
1 Ball = Walk
0D15C3901456E7A5

Code of the Month



When you finally do your 100th pull-up, Otacon will call to tell you the good news.

If you're quick enough, you can render guards defenseless!

METAL GEAR SOLID 2: SONS OF LIBERTY

These new tricks come straight from Hideo Kojima, the creator of *MGS2!*

Shoot the "!" Marks to Daze Guards

As soon as a guard *thinks* he spots you (which results in a blue "!" mark), shoot the "!" and he'll pass out on his feet!

Gain Extra Grip Strength

While hanging, go into first-person view and press ⓛ1 and ⓡ1 together to do pull-ups. Do 100 of them (take breaks when your grip meter gets low); and you'll beef up so that your grip meter drains slowly — pretty handy!

Curry Noodle Recipe
Ingredients: Curry powder, noodle
Utensils: Pot

Fried Noodle Recipe
Ingredients: Noodle, oil
Utensils: Pan

Rice Omelets Recipe
Ingredients: Egg, milk, oil, rice balls
Utensils: Frying pan, whisk

Stir-Fry Recipe
Ingredients: Cabbage, oil, veggies
Utensils: Knife, frying pan

TOKYO XTREME RACER 0

OTHER CARS
In "FREE RUN", press ⓡ3 when you enter the course select to show other cars on the course.

NORMAL CAMERA
When you're about to see the replay, hold down Ⓐ to see the replay in regular camera angle.

PANNING CAMERA
When viewing a replay in "DRIVER VIEW", press ⓛ3 + ⓡ3 to move the camera to the left or right.

THE METER
When viewing replay, press ▀ to show the meter(s).

ALTERNATE HORN
Select rear spoiler type 5 for R30 and R30M, to change the horn to siren.

ANALYZE METER
In Pause Menu (except in the VS mode), hold ⓡ3 while you move the cursor to the bottom to show the "ANALYZE" option. Selecting this option will show the ANALYZE meter.

ORNAMENTS
Hold down ⓛ1+ⓡ1+ⓛ2+ⓡ2 when selecting "Shift Assist" option, to show ornaments in Driver view.

ZOOMING
In the Parts type select screen, selecting aero parts or exhaust will make the camera move toward the car, but pressing Ⓐ will cause the camera to move close to the parts. Press Ⓐ again to see a close-up.

RESET DATA
In the Time Record screen, hold down ⓛ1+ⓡ1+ⓛ2+ⓡ2 and ▄ to reset the record data (this will also reset the Quick race high score).

REMOVE PAUSE MENU
Pause the game and press Ⓐ+ⓡ3 to remove the Pause menu. You can't unpause the game when the Pause menu is gone. Do this trick once more bring up the menu.

NICKNAME
Put a team sticker on the car you were driving for the team to get a special nickname.

FINAL FANTASY IX

ALTERNATE ENDINGS
Complete the game with the "Zeus Hammer" or the "Save The Queen" in your inventory to get new endings.

INFINITE MP
First, be sure that you have at least 4 MP. Now make sure that Amarant is in your party and that he has learned the Chakra skill. Begin a fight and have Amarant cast Chakra on himself. For just 4 MP, he will restore 20% of his maximum MP. Cast it until you've reached your max. You can do this to all other characters in the party.

EASY AP
Stroll in the darkness of the field and forests in the town with the auction house and the lady that collects Zodiac coins. When you encounter a ghost, give it ore and you will get 10 AP.

EASY EXPERIENCE
Use Quina's level 5 Death spell against the level 60 Grand Dragons on the outside of Gizamalike's Grotto to earn a whopping 8,800 experience. If you equip the ability that gains levels quickly, you'll get even more exp. Also Coral Rings will protect you from the Dragon's Thundaga.

BOMBERMAN PARTY EDITION

SPECIAL ATTACKS
Select the Great Bomber of one of the 4 Bomber Kings. Then:
Hold ⓡ2 and press the D-Pad for a special attack.

FULL POWER PASSWORDS
Level 1: 46224622
Level 11: 10191019
Level 21: 12221222
Level 31: 26572657
Level 41: 38793879

SPEC OPS: RANGER ELITE

Infinite Time
d001040c2020
8002a2ea2400

Infinite Primary Ammo Both Rangers
d001040c2020
8001b1ea2400

Infinite Secondary Ammo Both Rangers
d001040c2020
800200ea2400

Infinite Health
d001040c2020
8001c2b82400

SIMPSONS WRESTLING

Enable Extra Characters
500004040000
800741e80001

Enable Extra Circuits
80072bf00001
80072bf20001

Unlock Bonus Menu
80072bd00001

P1 Quick Pin
800e17ac0003

P1 Cannot Be Pinned
800e18680000

P1 Press L1 For Itchy
d00737d8fbff
8006e258000c

P1 Press L2 For Scratchy
d00737d8feff
8006e258000f

P1 Press R1 for Kang
d00737d8f7ff
8006e258000d

P2 Quick Pin
800e18680003

P2 Cannot Be Pinned
800e17ac0000

P2 Press L1 For Itchy
d00737dafbff
8006e278000c

P2 Press L2 For Scratchy
d00737dafeff
8006e278000f

P2 Press R1 For Kang
d00737daf7ff
8006e278000d

RIDGE RACER V

Must Be On
ECC010F014324B9C

Infinite Retries
3D7552681456E7A8

Zero Time — Lap 1
1D4B828C1456E7A5

Max Distance Traveled
1D7552A817E9C70C

Zero Time — Lap 2
1D4B82901456E7A5

Zero Time — Lap 3
1D4B82941456E7A5

Enable Extra GPs
4D7552A21456E69C

Extra Race Modes
3D7552C91456E7A6

3D7552CD1456E7A6
4D7552CA1456E9A6

1 Victory Frontal
3D7552AA1456E7A6

1 Victory Bravery
3D7552AB1456E7A6

1 Victory Gale
3D7552B01456E7A6

1 Victory Baron
3D7552B11456E7A6

1 Victory Monarch
3D7552AE1456E7A6

Perfect Rank Frontal
3D7552B21456E7A6

Perfect Rank Bravery
3D7552B31456E7A6

Perfect Rank Gale
3D7552B81456E7A6

Perfect Rank Baron
3D7552B91456E7A6

Perfect Rank Monarch
3D7552B61456E7A6

All Trophies
1D7574501355E6A6
1D7574541355E6A6

Frontal Trophy
3D7574501456E7A6

Bravery Trophy
3D7574511456E7A6

Gale Trophy
3D75744E1456E7A6

LETTERS

The answer to your question is just a letter or an e-mail away

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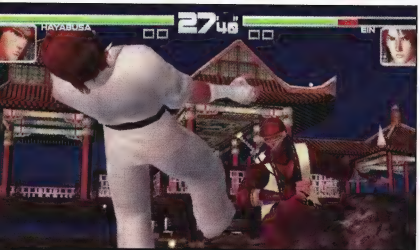


▲ Microsoft's Xbox may get the first version of *DOA3*, but we're sure that it will show up on the PS2 as well.

▲ In a dastardly sneak attack, Chris and Steve take out Bill and Ranty. Guess all that beer they gave to the Acolytes Protection Agency was wasted...

RANDY'S TIP OF THE MONTH:

"If you want to buy two items – like, a donut or a cinnabon – but can't afford both, ask the clerk to make note of your position, the time, and how much money you have. If the item you pick doesn't measure up, you can always go back and buy the other one."

Stupid Is As Stupid Does

Where did you hear that Team Ninja is doing a *DOA3* "enhancement" for PS2? Did you just make this up to try and confuse your readers with an allusion to the U.S. Dreamcast version of *DOA2*? Who wrote this stupid half-page Spring TGS article, anyway? There's no by-line.

If you want tarnished credibility, look to Kuturagi-san and the exiled Phil Harrison. They lied to us about the PS2, over and over again. Why should we believe them when they talk about PS3!?

Konami's statement that 70% of its development resources will be going to PS2 is misleading, as PS2 is so difficult to develop for that this does not necessarily mean more games for PS2 than for Xbox and GameCube.

Sony is making a rather large and stupid mistake by putting so much effort into the Japanese market, and relatively little into the North American. I cannot fathom their reasoning for taking American gamers for granted. Do they think we are that stupid?

Don, donsplace@snoopy-mail.com

STEVE: The "enhanced" sequel did come from the fact that *DOA2* eventually showed up on the PS2. However, we have it on good authority that Microsoft only has the *DOA3* exclusive for a set amount of time. Tecmo could very well release another *DOA* title that resembles *DOA3* but also has some distinct changes. That way, it would be considered a different enough game that it wouldn't be included in the exclusivity agreement.

As for the lies apparently said by Phil and Ken, I'm not sure what you mean. What lies are you talking about?

Sure, Konami's statement about the PS2 is a bit misleading but it still doesn't change the fact that the company is focusing a vast majority of its resources on the PS2. And yes, that does mean that the company will be releasing more titles for PS2 than any of the other consoles.

Well, considering the fact that most of the big game developers are located in Japan, it's understandable why Sony would invest a lot of its efforts there. I really don't understand what you mean by saying that Sony is "taking American gamers for granted". There are plenty of great titles currently available for the PS2 and countless others are coming this year. What more can you ask for?

Obsession

OK guys, just one question... who is that magnificent woman in the "PS Report Card" article from the last issue? All I ask is that you put her in EVERY article and on EVERY cover. Also, you should do the reviews slightly different. Cut out all the words and just have this lovely woman holding up the game. Oh, I'm sure the "Report Card" article was great too, but I was a little distracted...

Stephen, COPYCTR@phillipslytle.com

CHRIS: I'd give you her number, but I'm pretty sure that would only lead to stalking charges. If we keep getting such positive feedback, maybe we'll invite more nice ladies to model in the magazine.

LINK-UP

Send your linkup e-mails to psm@imaginemedia.com, with "Link up" in the subject line.

► JC Snow, age 16
01271jc@mymailstation.com
Favorite Genres: RPG, action
Favorite Games: all *Final Fantasy*
Quote: "Live high your life and stop to KICK SOME BUTT IN TEKKEN!"

► Andrew Tooyak, age 14
aktooyak@aol.com
Favorite Genres: RPGs, FPS
Favorite Games: all *Final Fantasies*, *Timesplitters*, *Unreal Tournament*
Quote: "Ooh, your head almost hit me."

► Juan P. Hernandez age 16
mick@yahoo.com
Favorite Genres: Combat sim
Favorite Games: *MGS*, *Spec Ops*, *Syphon Filter*, *Rainbow Six*
Quote: "Have you ever noticed every person in link-up has Metal Gear as one of their favorite games?"

► Shiloh Carlson, age 20
shilohgearsolid@yahoomail.com
Favorite Genres: RPG, Action, Adventure
Favorite Games: *METAL GEAR SOLID*, *everything Final Fantasy*, *Chrono Trigger*, *Chrono Cross*
Quote: "Oh let my pride fall down, I'm a little man!"

Wider Is Better

1. I'm planning on buying a PS2 in the next week or so and wanted to know if there would be any difficulty running it on a High Definition TV. Can the PS2 put out a resolution high enough for my TV so I can get the best picture out of the games? And since the HDTV is widescreen format, will that have an adverse affect on the PS2? Will the PS2 fill the entire screen despite the pixel geometry being different than on most TVs?

2. I heard rumors of a *Jurassic Park 3* game coming out. Is this true and will it arrive shortly after the movie?

3. And for your preview of *Twisted Metal Black*, the ESRB rating box (at the top of the page) states the game will be Mature. How can the developers do such a thing? They have a fan base which played the original Teen rated ones and by changing the rating, it won't allow many of my friends to play it. Isn't changing the content of a series unwise?

Steven Higgins, sahiggins1@cfl.rr.com

STEVE: 1. Well, you shouldn't really have any problems hooking up your PS2 to your HD-compliant TV. I would just suggest using the component cable, though, for the best possible picture quality. The widescreen design of your tv may cause a few problems and make the picture seemed a bit stretched. What you might want to do is switch the aspect ration of your tv to the standard 4:3, just to be safe.

2. Yes, it's true and you can see the preview of it on page 76.

3. Well, the developers wanted a really mature setting for the game which is why the ESRB rating has changed. However, I'm sure that most retailers won't even notice and let gamers of all ages purchase it.

Lucky Limey

I am returning to my native England this summer for a holiday, or in YOUR tongue "vacation", I would like to pick up a couple of PlayStation games over there that are not available here, namely a good Rugby game and (don't laugh) a cricket game. My question is, will they play on my U.S.-bought PlayStation?

Jim, JimiScouse@aol.com

TOMMY: When I once holidayed in England, I saw some rugby, cricket and innumerable soccer games bearing licenses that the U.S. will never ever see. Unfortunately, you'll have to pick up a PlayStation there to play them, as England is part of the PAL territory, which is mutually exclusive of games playable in the U.S. Unfortunately, videogame zones are very similar to the zones used for DVDs.

Figuratively Speaking

I was browsing some of my older gaming magazines and set my eyes on some *FFVII* figures. I decided I might be able to purchase them by finding them online. So I explored all the figure sites I'd heard of I wondered if you guys knew any thing about the whereabouts of hot *FFVII* figures and collectables. Or have *FFVII* figures just disappeared off the face of the planet?

Tyler Whittaker, strife_1987@hotmail.com

TOKOYA: It's going to be tough to find them now, since there aren't many in production. I suggest looking on ebay for *FFVII* toys. If you still can't find any there, your best bet is to order them from an import store (NCSX.com). If you're having trouble still, your only option left is to go to Japan and purchase them. Sorry!

If You Build It...

My friend and I were wondering if there has ever been a game for the PlayStation where you can make your own racing game. I know there's an *RPG Maker* — what about a *Racing Game Maker*?

Morgan Andrews, cyther68@hotmail.com

RANDY: There hasn't been one in the U.S. or, as far as I can remember, Japan either. Being a huge racing game fan, I'd also like to see one — maybe we'll get it on PS2? Better yet, combine the racing game maker with RPG maker and you could make your very own racing RPG a la *Final Lap Twin* on the Turbografx-16!

LETTER OF THE MONTH

▲ **While it's still a long ways off, *Kingdom Hearts* looks to change the way we view and play traditional RPG games.**

Square has been bought by Disney! I don't know when this happened, and maybe you do. I heard they would begin this deal after *Final Fantasy IX*, but I'm not sure. Do you guys know anything at all about this? I think it would ruin *Final Fantasy* if this does happen.

Z.Zwsolo@aol.com

TOMMY: The sale of our beloved Square would definitely be huge news, and we would have gotten wind of it somehow. But we've never heard anything of the sort. Since February 2000, we've known that Disney and Square were co-developing a "real-time 3D action game with RPG elements" for PlayStation 2, scheduled for release in Japan in late 2001 and stateside in Fall 2002. The project was nicknamed "Disney All-Stars," but is now known by its true name, *Kingdom Hearts*. Members of the *Final Fantasy* and Disney teams are still working under project director Tetsuya Nomura, Square's character designer for *Final Fantasy VII* and *VIII*, and we caught a glimpse of the game at this year's E3 show. You can check out the first screenshots and more information in this month's PREVIEWS section. You shouldn't worry about Square being bought out, though. There's very little chance of that ever happening. However, if it does happen, you can still be sure that the *Final Fantasy* series would be unaffected: it's sold well in excess of 30 million units worldwide, and that is something Square wouldn't let anyone tamper with.

GAMES WE WANT TO SEE

HOBOTECH

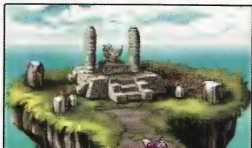
This game would be a lot like the classic anime series *Robotech*, only with older, broken down technology. The giant robot fights would be intense because they wouldn't last very long, due to the fact that Hobotechnology basically consists of old rags and cardboard boxes. One well-placed Molotov cocktail, and FWOOSH — game over! In between levels, you eat sardines and sing *She'll be Comin' 'Round the Mountain* with fellow Hobotech pilots around a burning oil drum.

► Robert Rodriguez, age 16
robbybobby69@yahoo.com
Favorite Genres: RPG, Wrestling, and music
Favorite Games: *PaRappa the Rapper*, it's a classic!
Quote: "When i say boom-boom-boom, you say bam-bam-bam; no pause in between, c'mon lets jam!"

► Andrew Gonzalez, age 16
anime_guru56@hotmail.com
Favorite Genres: RPGs, Survival Horror, Action, Fighting, Sports
Favorite Games: *Chrono Cross, Dino Crisis1&2, Resident Evil 1–3, Silent Hill, Star Ocean: Second Story, Syphon Filter, Street SkBerI–2, Driver1–2*
Quote: "See You, Space Cowboy"

► Jonathan Rizo, age 20
trunxi2leet@hotmail.com
Favorite Genres: RPGs
Favorite Games: all *Final Fantasy, Chrono Trigger, Chrono Cross, all Breath of Fires.*
Quote: "JUDGE ME ALL YOU WANT, JUST KEEP THE VERDICT TO YOURSELF!"

► Vincent Volpe, age 18
email:juliofantastiko@aol.com
Favorite Genres: RPG, Fighting
Favorite Games: All *Street Fighters, Final Fantasy I, VII, VIII, IX, Resident Evil II & III, Phantasy Star II & III, Shinobi, Mega Man I, II, III*
Quote: "I must say, I am one cool trood, now where is my towel?"



▲ *Rhapsody* is just one of the few RPGs that features a lead character who's a female. We hope more come out in the future.

It's A Girl Thing

Last issue you said to Krystle that you couldn't think of any RPG with a female lead character. Well, I can; a game called *Rhapsody:The Musical Adventure*, for PlayStation 1 featured a female lead character by the name of Cornet. The game itself was too easy, but I kinda like not being bombarded by enemies. I think I heard something about a PS2 sequel being released in Japan. Oh, and the *Rhapsody* for PS1 actually was released in the US by Atlus. The game is fairly rare, and still runs about $50 new for some reason, even though it came out a few months or so ago. I think the price is so high because of the whole female lead thing, the stores think they can take advantage of people who wanna play a female lead RPG! The game also comes bundled with a CD filled with music from the game. Not bad, huh?

Jeff Cibulas, GohanFan@aol.com

TOKOYA: That's not a bad deal at all, which is probably the reason its cost is a little high. I had never played that game, unfortunately, so I didn't know, but thanks for educating me! Hopefully, we will see a sequel, again with a female lead. I'll be sure not to miss that one.

Who Plays Who?

I recently went to the EA website to sign up for their new game, *Majestic*. My question is just this: what the heck is this thing? Is it just an online demo or is this going to be an actual console game? Thanks for info you guys can give!

Sicko, Sicking23@aol.com

STEVE: To coin what the EA reps are saying, *Majestic* is a "game" that basically plays you. The underlying premise is a bit of a mystery but the whole experience is about conspiracy and paranoia. You're sent information by voice mail, instant messages, email and faxes and are forced to figure out what's going on. From what I've seen, I'm extremely excited about what EA is trying to do with the product. Unfortunately, you're only going to be able to play it with your computer, which leaves a lot of you console-only gamers out in the dust.

Gearheads Unite!

I've just heard a great rumor that the first chapter of *Xenogears* will be produced for the PS2 in a game called *Xenosaga*, produced by Namco?. Is there any validity to this statement and if there is, was Square dropped due to the heavy editing of the first game? I am a huge fan; I would have loved to play as Khar and kicked some gear in *Animo Relic Crescens*.

Max L, max1255@hotmail.com

RANDY: It's true that Namco subsidiary Monolith is working on *Xenosaga*, and it's actually being produced by the same fellow who did *Xenogears* at Square. Whether or not it's a prequel to *Xenogears*, or just "episode one" in the "*Xenosaga*" (a new series) hasn't been announced, but we do know that it will definitely take place in the *Xenogears* universe. Neither Namco nor Square have said how exactly the rights switched hands, but it's possible Namco may have purchased them — this has happened with a few Japanese game series in the past, where one company produces the first game, then sells the rights to another company for later installments. No matter what, the game is sure to be huge, and is definitely on our list of must-see software.

Fright Freak

WHEN ARE THE REALLY SCARY GAMES COMING OUT?! I've played all the the so-called "scary" games and they all seem very mild. *Resident Evil*, *Silent Hill*, *Fear Effect*, *Alone in the Dark*, and *Parasite Eve*. None of these were scary; even *Silent Hill 2* for PS2 doesn't look like it's going to be scary. I want a game that will make me wet my pants, and I don't think that any of the companies developing for PS2 is up to the challenge.

Nigel, dawntreader84@hotmail.com

CHRIS: You're just too damn brave, Nigel! How can any game developer hope to scare the un-scareable?! You're a ROCK, man!

Older And Wiser?

I have a suggestion about your Take The PSM! Challenge section. Put challenges on there for older games because some people can't afford to buy/rent games all the time. I also have a question. If game systems become more and more advanced, are the prices of the systems and games just keep going up? Oh, and another thing, since you all are located in California, do you get blackouts all the time?

Daniel S., address withheld

TOKOYA: Hey, you made a good point. This month I will look into including a few older games in the challenge section. As to your question about prices, they really haven't increased that much relative to the technology. When the SNES debuted, it was $200. The original Playstation first appeared at $300. Since today's systems are comparable to PC technology, if not better, the prices that consumers are paying are more than worth it. Finally, yes, we do experience those damn blackouts, which means NO GAMES!!!

Hook 'Em Up!

What is the purpose of networking your PS2 with a PC? What are the advantages of this? Will you be able to save data to your PC's hard drive; if so, will you need software for it? I'm just sorta confused on why you would need a SharkHub? Can you guys help me out?

Jamz, jamzwayne@hotmail.com

RANDY: PS2-to-PC devices like the SharkHub enable you to copy your PS2 save game data to your PC for backup purposes, and also download saved games from the Internet, which can then be used on your PS2. With a setup like that, you can also trade saves with friends (or anyone with a similar setup) over the 'net, which makes for some cool possibilities, especially with games that feature create-a-level or create-a-character modes.

LINK-UP

Thom Lemire, age 14
tommie_2_hottie@hotmail.com
Favorite Genres: RPGs, fighting
Favorite Games: *FF Tekken 3*, *MGS*
Quote: "Hey everybody look, I'm in PSM! Take that, Scott!"

Charles Breier, age 14
scorpio689@hotmail.com
Favorite Genres: Fighting, action, platform, simulation
Favorite Games: *Mortal Kombat series*, *Super Metroid*, *Tony Hawk*, *Tekken Tag*
Quote: "Don't be afraid of the dark. Be afraid of what's in it. And RPGs suck major @#!$#@!

Derek Green, age 12
Panther242@aol.com
Favorite Genres: Fighting, RPGs
Favorite Games: *Tekken2*, *Tekken3*, *Tekken Tag Tournament*, *DOA2*, *Final Fantasy VII*, *Final Fantasy VIII*, *Final Fantasy IX*, *Metal Gear Solid*
Quote: "I do what I want!!! You have a problem!?"

Princess Chaos, age 17
PrincessChAOs311@yahoo.com
Favorite Genres: ALL, especially RPGs
Favorite Games: *Chrono Cross*, *Valkirye Profile*, *Final Fantasy VII*, *Vagrant Story*, both *Wild Arms*, *GT2*, *RE:Nemesis*, *Dino Crisis*, *FFTactic*
Quote: "Who says girls can't play?? Mission: Complete"

DOWNTIME

Hey, only 99% of our time is spent on playing games! We do other stuff, too!

▲ **During E3, us imagine-types stick together, no matter *which* magazine we may work on.**

▲ **Hey, did you guys know that random hot babes will pose with you for a picture if you just ask?**

...NO, I'M PRETTY SURE THEIR BOOTH IS THIS WAY...
HOW COME WHEN YOU MAP OUT DIRECTIONS, WE ALWAYS END UP BACK AT THE DEAD OR ALIVE 3 GIRLS?

▲ **Hey, E3 is a big place — it's easy to get lost! The key is to keep a cool head and never, ever panic.**

▲ **Here's Chris at the end of the last day of the show. Too much E3 can be a *bad* thing, folks.**

Point And Click

My only problem with RPGs is the fact that the fighting is mostly command. Point to a character and click attack. Are there any other games like *Bouncer*, where the fighting is more action based? RPGs have the best storylines, but the fighting just doesn't pull me in.

Matt Florer, mflorer@impactforge.com

TOKOYA: There are a few Action/RPGs out there for PSone. Games such as *Legend of Mana* and *Vagrant Story* may interest you. To a lesser degree, *Legend of Dragoon* has a relatively active battle engine for an RPG. However, if you want to play the best games of this type, try the *Zelda* series for N64.

The Thrill Is Gone

Do you guys remember a little game called *Thrill Kill*? I was really looking forward to it and was completely bummed when it was cancelled. Well I recently got a copy of it off the internet and it is awesome! Some of the thrill kills are hilarious. I was wondering if you had heard any rumors about a version of it coming to the PS2.

H R Nunez, nunez4@gte.net

STEVE: You can pretty much bet your bottom dollar that there will be no future *Thrill Kill* titles released. That game was canned for certain reasons and it doesn't look like anyone will ever want to revive it. I agree with you that it was a great party game and a lot of fun. I even enjoyed all the great character designs and the finishing moves. It's just too bad that very few gamers will ever actually get to enjoy it. However, with games like Sony's *Twisted Metal Black* coming out soon, I have a feeling that the PS2 is going to start to see a lot more mature titles in its future.

Light Up The Grid

I just have one quick question for you all. While surfing around looking for information on *MKS* I came across some screen shots for an arcade game called *The Grid*, and from what I've seen it looks killer. Has there been any word from Midway about when this title will be hitting home systems?

Dave Peters, Address Withheld

HARDCORE

If You Can't Beat 'Em...

This is a question concerning *Zone Of The Enders*. After I beat the game once, I encountered Anubis and I couldn't even touch him. I figured I couldn't beat him the first time because I hadn't mastered my character and they wanted me to play it again. Well, I beat it again and I was shocked to find out that I still could not even lay a finger on him. Can I beat him? As a hardcore gamer, I cannot accept losing for the sake of evolving the story... it's unacceptable. I want to beat Anubis and I don't care if it takes beating the game 72 times to accomplish this, but is it even possible to beat him or is this just an opening to a sequel?

Aaron, rwerth2@vrwworth.com

CHRIS: As far as anybody knows, Aaron, there's no way to truly beat that guy. Doesn't that stink? All of that buildup just so your character can chicken out at the end. Ah, well...

RANDY: Nope, Dave, no word yet. This futuristic blood-sport title from *Mortal Kombat* co-creator Ed Boon hit arcades a while back (when a Dreamcast, PlayStation, or N64 port would have seemed likely) but Midway hasn't really mentioned it since. I'm not sure how well it did (or is doing) in the arcades, but given that we've never come across a machine on our arcade outings, it doesn't look to have gotten a very wide exposure, which may play into why Midway seems non-committal on a home version.

De Plane! De Plane!

I was thinking (and it was such a new feeling that I had to write to you guys) — sorry, no — actually I wrote because you know how you have Fantasy Land in Disney World? Well how about *Final Fantasy* Island! Think about it: you could see Cloud at age 14 in his home town at Nibel; you could play virtual Blitzball against Tidus; you could hang at the Golden Saucer — my favorite part cuz of the Chocobo races. The possibilities are endless. Now only if there were a PlayStation theme park.

Sam Shultz, Address Withheld

TOMMY: What a great idea! Personally, I'd like to stand around in a dark alleyway and act all shady with Vincent from *FFVII*. Actually, what

CELEBRITY LETTER

Dear Tokoya, I am a loyal subscriber, and every month I very much look forward to reading about your outrageous adventures. For you see, I also carry the burden of wearing a mask, and I have come to feel a certain kinship between us. Why do you wear it? Was your face burned? Scarred? Did your father catch your face with his hook while tossing out his fishing line? No matter the reason, please know that you now have a brother in King.

— King (*Tekken*)

▶ Rick
Super_Saiyan_Gamer@hotmail.com
Favorite Genres: RPGs, Action
Favorite Games: *FFVII, FFVIII, MGS, Tony Hawk's 1&2, Madden NFL 200*
Quote: "And when I collect all six PS2 balls, the eternal console (PS2, of course) shall come forth and make the Dreamcast pay."

▶ Waldo Nava, age 15
SSJ5PrinceVegeta@aol.com
Favorite Genres: RPGs, Survival, Horror, Fighting, Action/Adventure
Favorite Games: *Final Fantasy 7-9, Vagrant Story, Resident Evil 1&2, Xenogears, Final Fantasy Tactics*
Quote: "Your speech has put me to sleep" -Freeza!

▶ Shaun Kirker
kirker@student.ednet.ns.ca
Favorite Genres: all kinds except gameshow games
Favorite Games: *Legend of Dragoon, FF8, MOH Underground, Silent Scope*
Quote: "Keep on truckin!

▶ Dustin Mankin, age: 17
drlight@dragg.net
Favorite Genres: Fighting, Racing, Survival Horror, Platforms, FPS
Favorite Games: *Mega Man Series, Resident Evil Series, Gran Turismo*
Quote: "I'll fire aimlessly if you don't come out!" Assassin from Gen13 - Grunge: The Movie

smart bomb
THE SECRET OF SILENT HILL
how many more atrocities must I witness?
the things I've seen have eaten at my soul and left me cold...
still, nothing could have prepared me for what lay behind that door...
something so hideous that to conjure up its image is to risk madness once more...
I have shaken hands with the devil, and seen its face...
HEY, WATCH WHERE YOU'RE SHININ' THAT LIGHT -- SOME OF US ARE TRYIN' TO SLEEP AROUND HERE!
SHEESH!
heaven help me, I've seen its face...

you're talking about is not impossible, especially now that videogames generate more revenue than film and are as mainstream as most any other media, with icons as recognizable as just about any Hollywood star. There are theme parks based on movies, right? Actually, back in my old stomping grounds in Florida, there's a new Universal Studios Orlando theme park called Islands of Adventure, one island of which is Marvel Super Hero Island, which actually looks and feels like what you're talking about. There's plenty of material for theme parks for *Final Fantasy* and videogames in general. We just need to find some sucker with a few hundred millions dollars to spend...

You Talkin' To Me?

I was looking at issue 31 [March 2000], and I read the section "The Next Level: How the PS2 will revolutionize gaming". You mentioned voice recognition or headsets and I thought that would be the coolest feature on the PS2, and I was really looking forward to it (and the online play, of course). But that was the first and last time I heard about it. So what's up? Any info on it or when it'll be released. And what about the online network? Any news on that either?

Justin Weathers, Address Withheld

TOMMY: Excellent questions, Justin. Turn back to this issues' news section for more info on PS2's online component. But as for the voice recognition, we've got some good news for you there, too. PC gamers, with peripherals like the SideWinder GameVoice, and N64 with *Hey You, Pikachu!* and Dreamcast with *Seaman*, have had the luxury of voice recognition for a while. At the Sony press conference, one of the biggest surprises was that Sony demoed voice recognition with *SOCOM: US Navy SEALs*, a third-person tactical squad-based combat game. While we have our reservations about the game itself, by speaking into a headset while playing it gamers are able to bring up menus and select options for squad strategy, weapons selection, etc. But that is the tip of the iceberg. One of the real tests and real promises of PS2's online network will be real-time voice communication without causing latency. We'll see how that pans out in the near future. Trust me, particularly in squad-based games, being able to speak directly to your team and coordinate maneuvers in real time is indispensible.

It's In Here!

I just got your July issue and began reading from front to back. The section around the start 'Games You Should Be Playing' has *Twisted Metal Black* in it. Overjoyed, I flipped to the review section only to find... no review of the game! There is a strategy in the back for the game... but still no review! Is it in next issue perhaps? I'd like to know what's up!

Clay Bauman, devil_gremlin@evangelion.com

BILL: OK, OK, the review wasn't in the last issue! It is, however, in this one. Guess you'll just have to read both mags at the same time to get the full experience... or something.

TECH TALK

What's The Secret Password?

I think there exists a cheap and easy way to enforce the ratings that the PS2 games are assigned. The thought struck me while I was starting a DVD movie in my PS2. The PS2 "knows" what the rating of the DVD movie being played is and requests a password for more mature titles. A similar password feature could be used for video games. This should be easy and cheap to add to new video game console systems. Different passwords could be assigned to different ratings for extra control (e.g. parent has all the passwords, teen son/daughter the Teen level password, and the pre-teen is limited to games rated as suitable for Everyone).

The PS2 firmware might be able to be updated to accomodate this (game discs would have to include the rating as part of their content). Similar password lockout features were first available with many cable TV systems, now DVD players, so why not video game consoles?

Glen, djbdisney@yahoo.com

CHRIS: Glen, you have officially proven that you are smarter than anyone at Sony! Seriously, we've been talking about a similiar feature here at PSM for a long time, and it makes perfect sense. Parents would have complete control over what minors can play, and the government wouldn't have anything to complain about. Hopefully, like you say, it will be possible for Sony to update a similar feature to the PS2's firmware in the future.

LINK-UP

► John Farmer, age 19
Solidmaster@hotmail.com
Favorite Genres: RPG, Action
Favorite Games: *Final Fantasy, Zelda*
Quote: "I return from the darkness to rise like a phoenix"

► Andrés Blanco, age 23.
veggito27@yahoo.es
Favorite Genres: Fighting, adventure, sports.
Favorite Games: *SSX, Street Fighter* (all of them), *NFS, NBA Live, Fear Effect and Tomb Raider* (all of them).
Quote: "I'll destroy all saiyans" Vegeta-Baby.

► Brandon Boll, age 15
brandonboll@hotmail.com
Favorite Genres: RPGs
Favorite Games: *FF1-9, Xenogears, LSSSC, Chrono Trigger and Cross, Legend of Dragoon*
Quote: "Austin... Justin... I am IN PSM!"

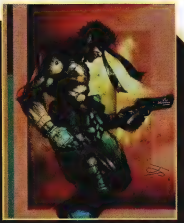
► C.Phil, age 13
acidzero2004@yahoo.com
Favorite Genres: Action, RPG, action/adventure, action RPG
Favorite Games: *Metal Gear Solid, all Final Fantasies, Driver1&2, all Spyros, all Resident Evils, Syphon Filter1&2* **Quote:** "I am the one and only Jedi Gamer! The Force will crush you all!!

PSM FAN ART

Every month we take a look at the coolest PlayStation fan art from the hottest new talents. If you've done an illustration that you'd like to see printed here, send us a copy! (We'll take originals too, but we can't return them). Address it to PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005. Or, even better, e-mail a hi-res version of the piece to us at psm@imaginemedia.com. Be sure to label the subject heading "Fan Art." Now get busy! :-)

▲ **Wow, nice... everything! ANDIE TONG seems to have the total package — he's a great penciler, inker *and* colorist. It's just too bad that his favorite gals from *Dead or Alive* won't be back for another bout on PlayStation 2 for awhile. At least *DOA3* will *eventually* be on PS2 after a period of exclusivity on Xbox. No one has made it official, but trust us, it'll happen.**

▲ **RAP'S *Legend of Dragoon* illustration has a really nice style to it, don'cha think? Way to go, Rap's!**



▲ **Here's a fairly dark and mature rendering of Solid Snake, courtesy of JOHN POLIDORA.**

▲ **Here's yet another outstanding piece from ERI GAUDIANO. This is our first piece of Ash fan art.**

▲ **People never tire of drawing Final Fantasy characters. This Questis is from JULIE ZHUO.**

▶ **Still shots of characters are always nice, but we're always glad to see an action scene or two when they come our way. This Akuma versus Ryu shot was sent in by A.S. VALDEZ. Thanks, man!**

▲ **PIPIN TOBING sure can draw the girls! Here we see the lovely ladies of *Danger Girl*.**

▶ Vaheesan Jeganathan, age 16
vaheesanj@hotmail.com
Favorite Genres: RPG, Shooter, Racing, Fighting
Favorite Games: *Final Fantasy VII–VIII–IX, Resident Evil series, Legend of Dragoon, Street Fighter* series
Quote: "I am the master of RPGs... come forward and ask your question"

▶ Stephanie Blakey
cheesecake_blakey@hotmail.com
Favorite Genres: RPG, puzzle
Favorite Games: *Final Fantasy 6-9, Chrono Cross, Chrono Trigger, Thousand Arms, Bust-A-Groove 2*
Quote: "Only your heart will guide you... Or you can ask that guy over there."

▶ Travis Mccammant, age 17
sorceror_hunter825@hotmail.com
Favorite Genres: RPGs!!
Favorite Games: all the *Final Fantasys, Legend of Dragoon, Battle Arena Toshinden, Xenogears*
Quote: "Hey PRETTY GIIIIIRRRL!!!" Carrot Glayce

▶ Eric, age 16
HyPnOtiCk BeAtZ@aol.com
Favorite Genres: Racing, Sports, Action, Shooting
Favorite Games: *Gran Turismo 2, NASCAR 2001, Madden 2001, Triple Play 2001, Tony Hawk Pro Skater 2*
Quote: "Hi friends! I hope I get out in this magazine! Cuz PSM is the best!"

RESET

This issue's over, but another one is already on the way

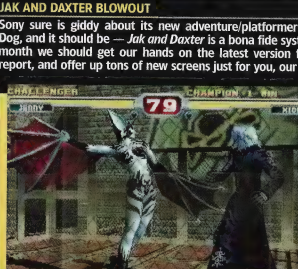
NEXT MONTH

E3 MADNESS CONTINUES

This year's show may be over, but now that the floodgates are open, the hot games just keep on coming. Next month we'll have even more on the biggest and brightest new titles, plus some super-secret games that weren't even shown at E3. The action just gets hotter from here, folks!

JAK AND DAXTER BLOWOUT

Sony sure is giddy about its new adventure/platformer from Naughty Dog, and it should be — *Jak and Daxter* is a bona fide system seller. Next month we should get our hands on the latest version for an updated report, and offer up tons of new screens just for you, our gaming peeps.



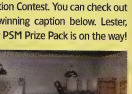
▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

▲ WRITE THIS CAPTION!

Jot down a funny caption for the game screen up above, and if we like yours the best, we'll send you a PSM Prize Package filled with PlayStation games and goodies! Send your entry to **PSM Caption #48, c/o Imagine Media, Brisbane, CA 94005** (or at **psm@imaginemedia.com**, with "**PSM Caption #48**" in the subject header). Be sure to include your phone number so we can contact you if you win. Good luck!

AND THE WINNER IS...

LESTER WILTFONG of Round Lake Park, IL is the winner of our April Caption Contest. You can check out his winning caption below. Lester, your PSM Prize Pack is on the way!



▲ "Having exhausted his last clip of ammo, he thanked the Almighty that he had bears for lunch."

3 YEARS AGO IN PSM... AUGUST, 1998

E3 is a Landmark Show

Three years ago we reported on E3 1998, which was a landmark show for great PlayStation games. *Metal Gear Solid*, arguably the best PSone game ever, was there, plus *Silent Hill*, *Spyro the Dragon*, *Crash Bandicoot: Warped*, *Soul Reaver*, *Xenogears* and more. What a show!

In other news that month, we began to report on the *Tomb Raider* and *Resident Evil* movies, which, ironically enough, are just now seeing the light of day.

And, oh yeah, how could we forget about our cover game, *Final Fantasy VIII*? It had just stormed onto the scene, and after the revolutionary *FFVII*, people were going ape over the new sequel.

All in all, August 1998 was a pretty amazing month for PlayStation gamers.

▲ After the breakthrough worldwide success of *Final Fantasy VII*, PSone gamers couldn't wait for *FFVIII*.

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TAKE2 Interactive

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MATURE 17+ M

Blood and Gore
Violence

ESRB

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RESIDENT EVIL CODE: Veronica X

INCLUDES PLAYABLE DEMO DEVIL MAY CRY

PlayStation 2

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